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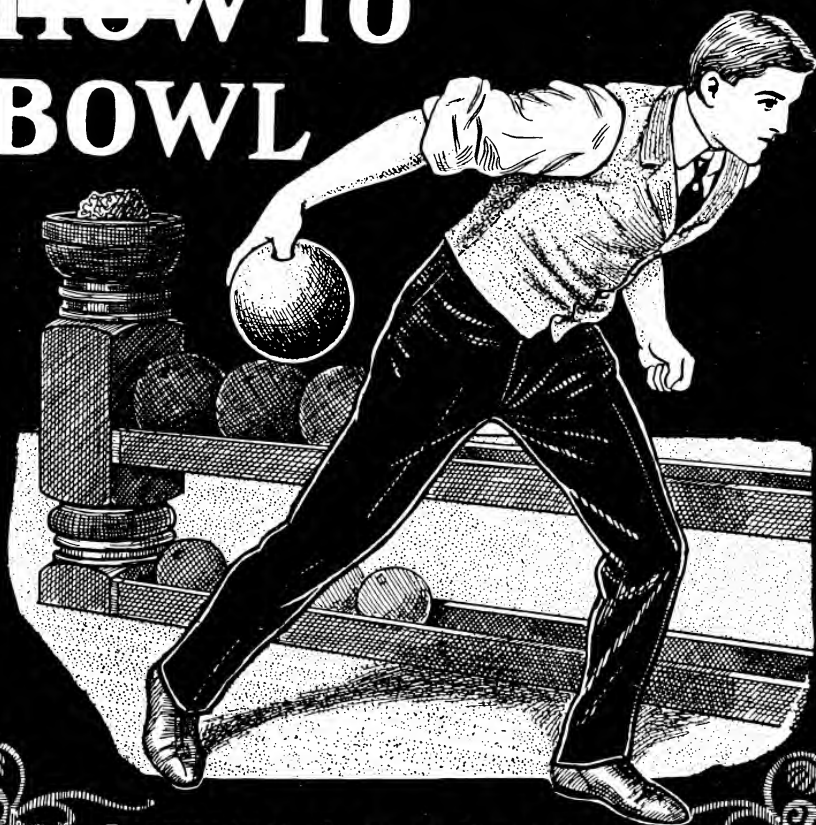
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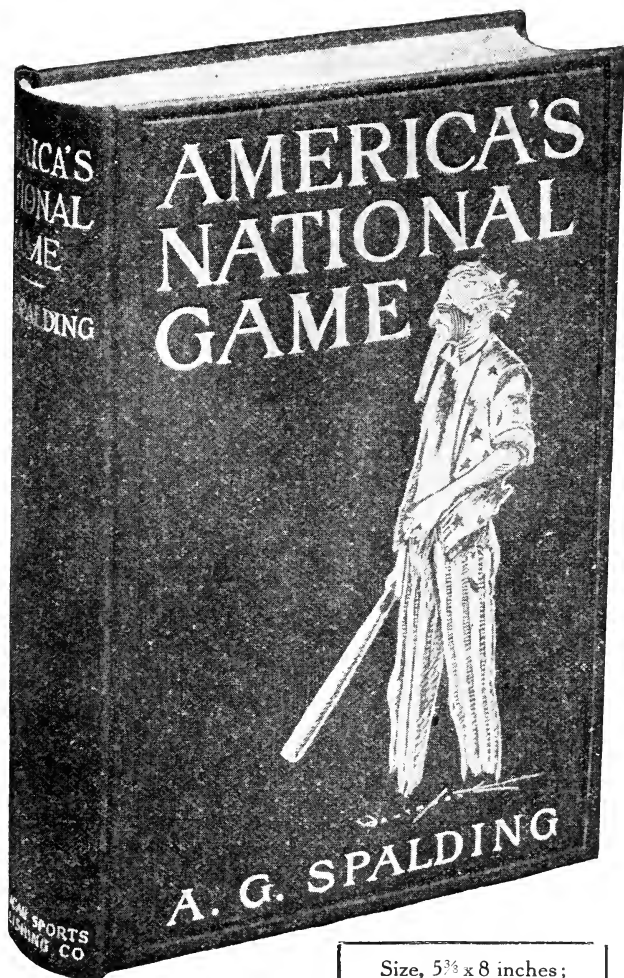
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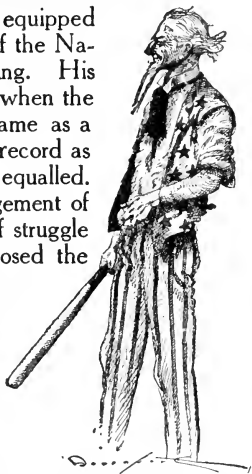
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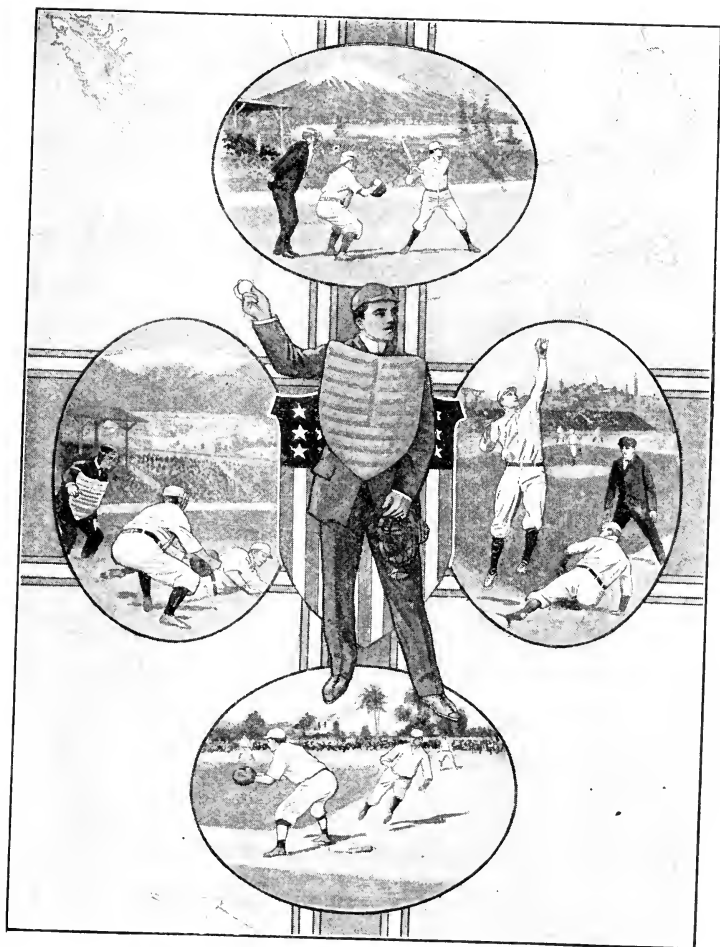
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When A. G. Spalding talks about America's National Game he speaks by authority of that he does know, because





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he has been in the councils of the management whenever there have been times of strenuous endeavor to purge it from abuses and keep it clean for the people of America—young and old

In this work Mr. Spalding, after explaining the causes that led him into the undertaking, begins with the inception of the sport; shows how it developed, by natural stages from a boy with a ball to eighteen men, ball, bats and bases; gives credit for the first scientific application of system to the playing of the game to Abner Doubleday, of Coopers-town, N. Y.; treats of the first Base Ball club; shows how rowdyism terrorized the sport in its early days; how gambling and drunkenness brought the pastime into disfavor with the masses, and how early organizations were unable to control the evils that insidiously crept in. He then draws a series of very forceful pictures of the struggle to eradicate gambling, drunkenness and kindred evils, and shows how the efforts of strong men accomplished the salvation of the great American game and placed it in the position it occupies to-day—the most popular outdoor pastime in the world.

Interspersed throughout this interesting book are reminiscences of Mr. Spalding's own personal observations and experiences in the game as player, manager and magnate, covering a period of many years. Some of these stories deal with events of great import to Base Ball, and others have to do with personal acts and characteristics of players prominent in the game in earlier days—old time favorites like Harry and George Wright, A. C. Anson, Mike Kelly, Billy Sunday and others.

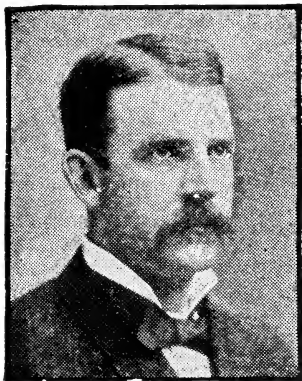
This book should be in the library of every father in the land, for it shows how his boy may be built up physically and morally through a high-class pastime. It should be in the hands of every lad in America, for it demonstrates the possibilities to American youth of rising to heights of eminent material success through a determined adherence to things that make for the upbuilding of character in organizations as well as of men.

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Spalding's Athletic Library



A. G. SPALDING

Anticipating the present tendency of the American people toward a healthful method of living and enjoyment, Spalding's Athletic Library was established in 1892 for the purpose of encouraging athletics in every form, not only by publishing the official rules and records pertaining to the various pastimes, but also by instructing, until to-day Spalding's Athletic Library is unique in its own particular field and has been conceded the greatest educational series on athletic and physical training subjects that has ever been compiled.

The publication of a distinct series of books devoted to athletic sports and pastimes and designed to occupy the premier place in America in its class was an early idea of Mr. A. G. Spalding, who was one of the first in America to publish a handbook devoted to athletic sports, Spalding's Official Base Ball Guide being the initial

number, which was followed at intervals with other handbooks on the sports prominent in the '70s.

Spalding's Athletic Library has had the advice and counsel of Mr. A. G. Spalding in all of its undertakings, and particularly in all books devoted to the national game. This applies especially to Spalding's Official Base Ball Guide and Spalding's Official Base Ball Record, both of which receive the personal attention of Mr. A. G. Spalding, owing to his early connection with the game as the leading pitcher of the champion Boston and Chicago teams of 1872-76. His interest does not stop, however, with matters pertaining to base ball; there is not a sport that Mr. Spalding does not make it his business to become familiar with, and that the Library will always maintain its premier place, with Mr. Spalding's able counsel at hand, goes without saying.

The entire series since the issue of the first number has been under the direct personal supervision of Mr. James E. Sullivan, President of the American Sports Publishing Company, and the total series of consecutive numbers reach an aggregate of considerably over three hundred, included in which are many "annuals," that really constitute the history of their particular sport in America year by year, back copies of which are even now eagerly sought for, constituting as they do the really first authentic records of events and official rules that have ever been consecutively compiled.

When Spalding's Athletic Library was founded, seventeen years ago, track and field athletics were practically unknown outside the larger colleges and a few athletic clubs in the leading cities, which gave occasional meets, when an entry list of 250 competitors was a subject of comment; golf was known only by a comparatively few persons; lawn tennis had some vogue and base ball was practically the only established field

EDITORS OF SPALDING'S ATHLETIC LIBRARY

sport, and that in a professional way; basket ball had just been invented; athletics for the schoolboy—and schoolgirl—were almost unknown, and an advocate of class contests in athletics in the schools could not get a hearing. To-day we find the greatest body of athletes in the world is the Public Schools Athletic League of Greater New York, which has had an entry list at its annual games of over two thousand, and in whose "elementary series" in base ball last year 106 schools competed for the trophy emblematic of the championship.

While Spalding's Athletic Library cannot claim that the rapid growth of athletics in this country is due to it solely, the fact cannot be denied that the books have had a great deal to do with its encouragement, by printing the official rules and instructions for playing the various games at a nominal price, within the reach of everyone, with the sole object that its series might be complete and the one place where a person could look with absolute certainty for the particular book in which he might be interested.

In selecting the editors and writers for the various books, the leading authority in his particular line has been obtained, with the result that no collection of books on athletic subjects can compare with Spalding's Athletic Library for the prominence of the various authors and their ability to present their subjects in a thorough and practical manner.

A short sketch of a few of those who have edited some of the leading numbers of Spalding's Athletic Library is given herewith:



JAMES E. SULLIVAN

President American Sports Publishing Company; entered the publishing house of Frank Leslie in 1878, and has been connected continuously with the publishing business since then and also as athletic editor of various New York papers; was a competing athlete; one of the organizers of the Amateur Athletic Union of the United States; has been actively on its board of governors since its organization until the present time, and President for two successive terms; has attended every championship meeting in America since 1879 and has officiated in some capacity in connection with American amateur championships track and field games for nearly twenty-five years; assistant American director Olympic Games, Paris, 1900; director Pan-American Exposition athletic department, 1901; chief department physical culture Louisiana Purchase Exposition, St. Louis, 1904; secretary American Committee Olympic Games, at Athens, 1906; honorary director of Athletics at Jamestown Exposition, 1907; secretary American Committee Olympic Games, at London, 1908; member of the Pastime A. C., New York; honorary member Missouri A. C., St. Louis; honorary member Olympic A. C., San Francisco; ex-president Pastime A. C., New Jersey A. C., Knickerbocker A. C.; president Metropolitan Association of the A. A. U. for fifteen years; president Outdoor Recreation League; with Dr. Luther H. Gulick organized the Public Schools Athletic League of New York, and is now chairman of its games committee and member executive committee; was a pioneer in playground work and one of the organizers of the Outdoor Recreation League of New York; appointed by President Roosevelt as special commissioner to the Olympic Games at Athens, 1906, and decorated by King George I. of the Hellenes (Greece) for his services in connection with the Olympic Games; appointed special commissioner by President Roosevelt to the Olympic Games at London, 1908; appointed by Mayor McClellan, 1908, as member of the Board of Education of Greater New York.



WALTER CAMP

For quarter of a century Mr. Walter Camp of Yale has occupied a leading position in college athletics. It is immaterial what organization is suggested for college athletics, or for the betterment of conditions, insofar as college athletics is concerned, Mr. Camp has always played an important part in its conferences, and the great interest in and high plane of college sport to-day, are undoubtedly due more to Mr. Camp than to any other individual. Mr. Camp has probably written more on college

athletics than any other writer and the leading papers and magazines of America are always anxious to secure his expert opinion on foot ball, track and field athletics, base ball and rowing. Mr. Camp has grown up with Yale athletics and is a part of Yale's remarkable athletic system. While he has been designated as the "Father of Foot Ball," it is a well known fact that during his college career Mr. Camp was regarded as one of the best players that ever represented Yale on the base ball field, so when we hear of Walter Camp as a foot ball expert we must also remember his remarkable knowledge of the game of base ball, of which he is a great admirer. Mr. Camp has edited Spalding's Official Foot Ball Guide since it was first published, and also the Spalding Athletic Library book on How to Play Foot Ball. There is certainly no man in American college life better qualified to write for Spalding's Athletic Library than Mr. Camp.



DR. LUTHER HALSEY GULICK

The leading exponent of physical training in America; one who has worked hard to impress the value of physical training in the schools; when physical training was combined with education at the St. Louis Exposition in 1904 Dr. Gulick played an important part in that congress; he received several awards for his good work and had many honors conferred upon him; he is the author of a great many books on the subject; it was Dr. Gulick, who, acting on the suggestion of James E. Sullivan,

organized the Public Schools Athletic League of Greater New York, and was its first Secretary; Dr. Gulick was also for several years Director of Physical Training in the public schools of Greater New York, resigning the position to assume the Presidency of the Playground Association of America. Dr. Gulick is an authority on all subjects pertaining to physical training and the study of the child.



JOHN B. FOSTER

Successor to the late Henry Chadwick ("Father of Base Ball") as editor of Spalding's Official Base Ball Guide; sporting editor of the New York Evening Telegram; has been in the newspaper business for many years and is recognized throughout America as a leading writer on the national game; a staunch supporter of organized base ball, his pen has always been used for the betterment of the game.

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TIM MURNANE

Base Ball editor of the Boston Globe and President of the New England League of Base Ball Clubs; one of the best known base ball men of the country; known from coast to coast; is a keen follower of the game and prominent in all its councils; nearly half a century ago was one of America's foremost players; knows the game thoroughly and writes from the point of view both of player and an official.



HARRY PHILIP BURCHELL

Sporting editor of the New York Times; University of Pennsylvania and Columbia University; editor of Spalding's Official Lawn Tennis Annual; is an authority on the game; follows the movements of the players minutely and understands not only tennis but all other subjects that can be classed as athletics; no one is better qualified to edit this book than Mr. Burchell.



GEORGE T. HEPBRON

Former Young Men's Christian Association director; for many years an official of the Athletic League of Young Men's Christian Associations of North America; was connected with Dr. Luther H. Gulick in Young Men's Christian Association work for over twelve years; became identified with basket ball when it was in its infancy and has followed it since, being recognized as the leading exponent of the official rules; succeeded Dr. Gulick as editor of the Official Guide.



JAMES S. MITCHEL

Former champion weight thrower; holder of numerous records, and is the winner of more championships than any other individual in the history of sport; Mr. Mitchel is a close student of athletics and well qualified to write upon any topic connected with athletic sport; has been for years on the staff of the New York Sun.

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MICHAEL C. MURPHY

The world's most famous athletic trainer; has been particularly successful in developing what might be termed championship teams; now with the University of Pennsylvania; during his career has trained only at two colleges and one athletic club, Yale and the University of Pennsylvania and Detroit Athletic Club; his most recent triumph was that of training the famous American team of athletes that swept the field at the Olympic Games of 1908 at London.



DR. C. WARD CRAMPTON

Succeeded Dr. Gulick as director of physical training in the schools of Greater New York; as secretary of the Public Schools Athletic League is at the head of the most remarkable organization of its kind in the world; is a practical athlete and gymnast himself, and has been for years connected with the physical training system in the schools of Greater New York, having had charge of the High School of Commerce.



DR. GEORGE J. FISHER

Has been connected with Y. M. C. A. work for many years as physical director at Cincinnati and Brooklyn, where he made such a high reputation as organizer that he was chosen to succeed Dr. Luther Halsey Gulick as Secretary of the Athletic League of Y. M. C. A.'s of North America, when the latter resigned to take charge of the physical training in the Public Schools of Greater New York.



DR. GEORGE ORTON

On athletics, college athletics, particularly track and field, foot ball, soccer foot ball, and training of the youth, it would be hard to find one better qualified than Dr. Orton; has had the necessary athletic experience and the ability to impart that experience intelligently to the youth of the land; for years was the American, British and Canadian champion runner.



HARRY A. FISHER

Graduate Manager of Athletics at Columbia University. Recognized as the leading authority on basket ball in the college world; played on the Columbia 'Varsity team for three years, for two years of which the team did not meet a defeat in the intercollegiate schedule; coach of the team for six years, three of which were championship teams; played on the 'Varsity base ball team of 1903, and was manager of the foot ball team of 1904; member of the New York Athletic Club.

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FREDERICK R. TOOMBS

A well known authority on skating, rowing, boxing, racquets, and other athletic sports; was sporting editor of American Press Association, New York; dramatic editor; is a lawyer and has served several terms as a member of Assembly of the Legislature of the State of New York; has written several novels and historical works.



R. L. WELCH

A resident of Chicago; the popularity of indoor base ball is chiefly due to his efforts; a player himself of no mean ability; a first-class organizer; he has followed the game of indoor base ball from its inception.



DR. HENRY S. ANDERSON

Has been connected with Yale University for years and is a recognized authority on gymnastics; is admitted to be one of the leading authorities in America on gymnastic subjects; is the author of many books on physical training.



CHARLES M. DANIELS

Just the man to write an authoritative book on swimming; the fastest swimmer the world has ever known; member New York Athletic Club swimming team and an Olympic champion at Athens in 1906 and London, 1908. In his book on Swimming, Champion Daniels describes just the methods one must use to become an expert swimmer.



GUSTAVE BOJUS

Mr. Bojus is most thoroughly qualified to write intelligently on all subjects pertaining to gymnastics and athletics; in his day one of America's most famous amateur athletes; has competed successfully in gymnastics and many other sports for the New York Turn Verein; for twenty years he has been prominent in teaching gymnastics and athletics; was responsible for the famous gymnastic championship teams of Columbia University; now with the Jersey City high schools.



CHARLES JACOBUS

Admitted to be the "Father of Roque;" one of America's most expert players, winning the Olympic Championship at St. Louis in 1904; an ardent supporter of the game and follows it minutely, and much of the success of roque is due to his untiring efforts; certainly there is no one better qualified to write on this subject than Mr. Jacobus.



DR. E. B. WORMAN

Well known as a physical training expert; was probably one of the first to enter the field and is the author of many books on the subject; lectures extensively each year all over the country.



W. J. CROMIE

Now with the University of Pennsylvania; was formerly a Y. M. C. A. physical director; a keen student of all gymnastic matters; the author of many books on subjects pertaining to physical training.



G. M. MARTIN

By profession a physical director of the Young Men's Christian Association; a close student of all things gymnastic, and games for the classes in the gymnasium or clubs.



PROF. SENAC

A leader in the fencing world; has maintained a fencing school in New York for years and developed a great many champions; understands the science of fencing thoroughly and the benefits to be derived therefrom.

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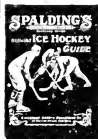


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Group VIII. No. 341

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HISTORY OF THE SPORT

Bowling seems to have originated early in the Middle Ages. It was at that time a purely outdoor game, as was the rule with everything of that period. The sport was known by a variety of names. It was called "bowles," French "boules" and "careau." These three names seem to have been the most common, but there are others, quite a number purely local. As played at that time, the game was very different from the present sport, but there was much similarity. The game was played with sides or teams, as to-day. The balls, or bowles, were made of stone, one half spherical, the other half oval shaped. This gave the ball a curve, which appears to have been desirable as it sped down the bowling green. At each end was placed a cone, which was the mark for the bowlers. The cones were bowled from one end of the rink and then from the other. As in the game of quoits, or "horseshoes," the object of the game was for one side to place their ball nearer the cone than their adversaries. The side bowling last would, of course, try to knock the opponents' ball away from the cone, supplanting it with their own, the one nearest the cone scoring a point for his side. Skill was required to bowl in such a way as to curve around an opponent's bowl so as to get nearer the cone, without knocking the other ball closer. Later, the stone bowl was supplanted by one made of *lignum vitæ*. The latter was made perfectly spherical. The outside of the tree being lighter than the heart naturally gave the ball the desired bias, though often one side of the ball was loaded with lead to obtain the desired effect. The cones were finally done away with, and superseded by a stone or earthen ball about three and a half inches in diameter and known as a "jack." Instead of having a stationary mark at which to bowl, the jack was knocked all over the green, while strategy and skill were required to play a good game.

The bowling green of that period was one of the most cared for spots about a village or an estate. A plot of ground as level as it was possible to find was picked out for it. Draining was the first process in the making. This was done in such a thorough manner that even the hardest rains would not soak the ground and put it in a muddy condition. After draining properly, it was rolled, the grass kept cut to the proper length, and, by the most assiduous care, this spot would be made as hard and level as a table. The size of the plot was usually about 90 x 150 feet, surrounded by a ditch or gutter four or five inches deep. During the reign of Queen Anne and the first three Georges, a bowling green was as popular and necessary an adjunct to a gentleman's country seat as a billiard table is to-day. Usually this spot of ground was surrounded by evergreens, which kept the grass from being scorched by the burning rays of the sun, as well as protecting the spectators and players. In many places this formed one of the most picturesque spots about a well-kept park or garden, though very frequently it was situated in close proximity to the dining room, from which it could be reached by a flight of stairs leading from a glass door or bay window. As an after dinner sport of our burly British and Dutch ancestors, it was very popular, aiding in the digestion of their heavy meals of that time, consisting principally of beef and pudding lubricated with heavy ale and potent punch.

The game was first introduced into America early in the eighteenth century, and possibly the latter part of the seventeenth. It seems to have been very popular in New York early in the eighteenth century. An old map of that city, of the date 1728, shows a bowling green on the north side of the public garden situated near the King's farm near the foot of Murray and Warren Streets. Also in 1732 the locality called Bowling Green, at the foot of Broadway, and known by the same name at the present day, was leased from the city government and laid out as a public bowling green. From the time that the sport was introduced into America it has really never died out, though the outdoor game has long since given way to the indoor game.

As an outdoor sport, the game originated from several games, cayles, French quilles, skittles, loggetts and skayles being the most prominent. In cayles and loggetts, conical shaped pins made of bones were set up in rows of six or eight and the players tried to knock them down by hurling clubs at "sheepe's joynts" at them. Knocking the pins down by bowling a ball at them came at a later period. In the game of carreau, the players bowled at a fixed mark, which in skayles, closh, French quilles, cloddyng, kittles, skittles, Dutch pins, four corners, half bowl rolly polly, nine pins, the marks bowled at were pins similar to those of the present day, and bowled at with a ball. The games were immensely popular for a long time, until some laws were passed prohibiting nine pins and similar games. For a while this stopped the game, but it did not die out. The objectionable features were cut out, and instead of nine pins, set up in a diamond frame, ten pins were set up in a triangular frame.

The first mention of a game being played indoors, on a covered alley is found in William Fitz-Stephens' Survey of London about the twelfth century. The first record of a match game played indoors in America was a game played on the Knickerbocker alleys in New York City on January 1, 1840. Since that time the game has continued to grow in popular favor.

Until 1875, when clubs became very numerous, there was much diversity as to the length of the alleys and the size of the pins and balls as no standard had ever been adopted. Before that time, the pins used were larger and heavier than the ones used now, and it was a much easier matter to knock all the pins down by hitting one or two, making the score of 300 the limit. In 1875 a large number of bowlers, representing a few Eastern cities, held a meeting and adopted rules and regulations which at that time answered the purpose. For the next ten or fifteen years, or up to 1890, bowling was a sort of "go-as-you-please" game. In the East they played under the rules of the National Bowling League, while in the West, where a sudden boom started, any rule went. Under these conditions, the boom west of the Alleghenies lived but a few years. In 1895, or with

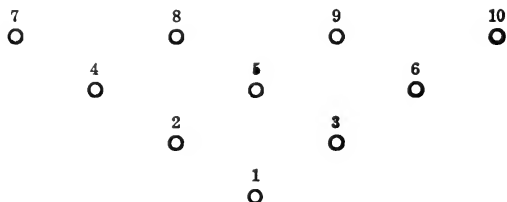
the birth of the American Bowling Congress, which at once wiped out the old rules, and substituted new ones, which brought the playing of the game down to a somewhat scientific order, things began to wake up again, and the bowler from that day to this has been looked upon as an important factor, not only in sporting circles, but in social circles as well.

RULES AND REGULATIONS OF THE NATIONAL BOWLING ASSOCIATION

All games of American Ten Pins to be officially recognized by this Association must be played and conducted in strict compliance with the following Rules and Regulations:

RULE 1. The alleys upon which the game shall be played shall be not less than 41 nor more than 42 inches in width. The length from the center of No. 1 pin spot to the foul line, shall be 60 feet. Back of the foul line there shall be a clear run of not less than 15 feet. The pin spots shall be $2\frac{1}{4}$ inches in diameter clearly and distinctly marked on or imbedded in the alleys, and shall be 12 inches apart from center to center. The pin spots numbered 7, 8, 9 and 10 shall be placed three inches from the pit edge of the alleys, measuring from the edge to the centers of such pin spots.

RULE 2. The pins shall be spotted on the pin spots placed upon the alleys according to the following diagram, and the pins and spots shall be known and designated by their numbers as follows:



RULE 3. Gutters shall be from $8\frac{3}{4}$ to 9 inches in width, placed on each side of the alley, and shall begin at the foul line and extend parallel with the alleys to the pit. From a point opposite No. 1 pin spot to the pit they shall be of square bottoms, from which point they shall commence to gradually decline, so that

where they enter the pit they shall be $3\frac{1}{2}$ inches below the alley surface.

RULE 4. The pit shall be not less than 10 inches in depth, measuring from the top of the pit mat to the alley surface, and shall be not less than $2\frac{1}{2}$ feet in width from the alley edge to the surface of the rear swinging cushion.

RULE 5. The side and center partitions shall be two feet in height above the alley surface, and shall extend from a point opposite No. 1 pin spot to the rear cushion wall. The side partitions shall be so placed that the surface thereof facing the alleys shall be 12 inches from the center of the nearest corner pin spot.

RULE 6. The rear swinging cushions shall be covered with material of a dark color, and so constructed as to prevent the pins which strike them from rebounding on the alleys.

RULE 7. The foul line shall be not more than one inch in width, clearly and distinctly marked with dark-colored paint, or inlaid with dark-colored wood or other material; the center point of the foul line shall be 60 feet from the center of the No. 1 pin spot. The foul line, wherever possible, shall be extended from the alley surface to and upon the walls of the alleys.

RULE 8. The pins shall be of the following design and measurements: Fifteen inches in height; $2\frac{1}{4}$ inches in diameter at their base, 15 inches in circumference at a point $4\frac{1}{2}$ inches from their base, $11\frac{5}{8}$ inches in circumference at a point $7\frac{1}{4}$ inches from their base, $5\frac{1}{4}$ inches in circumference at the neck, a point 10 inches from the base; 8 inches circumference at the head, a point $13\frac{1}{2}$ inches from the base. The taper from point to point shall be gradual, so that all lines shall have a graceful curve.

RULE 9. Sets of pins shall be of clear, hard maple, and of uniform weight, as near as possible, and of minimum weight of not less than three pounds two ounces, provided, however, that it shall be a violation of this rule to use any pin or pins whose natural weight is in any manner increased or diminished except by ordinary wear or tear.

RULE 10. The ball shall not exceed twenty-seven inches in circumference, nor exceed sixteen pounds in weight, and must

be wholly of one substance, with the exception of the finger holes, which may be lined with cloth, rubber or papier maché.

RULE 11. Alley proprietors must provide a scale and ring for the purpose of weighing or measuring any ball which may be a subject of investigation as to proper weight or size.

RULE 12. In all team games there shall be an equal number of players on each team, and the full team membership shall appear for play at least fifteen minutes before play is called. Before the game is begun the captains shall enter in the score book the names of the players on the teams. After play is begun no change shall be made in the rotation of the team as so entered. The team captain may, at any time after play is begun, and before his team begins to play in the ninth frame replace any of his players on the team by a substitute player. A player once removed from a game cannot be again played in the game from which he was removed.

RULE 13. Two alleys immediately adjoining each other shall be used in all games. The contesting teams shall successively and in regular order roll one frame on one alley, and for the next frame alternate and use the other alley, so alternating each frame until the game is completed.

RULE 14. In delivering the ball the player must not permit any part of his foot while at rest to extend on, over or beyond the foul line, nor shall any part of his person be permitted to come in contact with any part of the alleys beyond the foul line or the extension thereof provided for in Rule 7, at any time before the delivered ball shall have reached the pins. A ball delivered contrary to the provisions of this rule shall be a foul ball, and shall be so declared by the umpire immediately such ball so becomes foul.

RULE 15. No count shall be made on a foul ball, and any pins which are knocked down or displaced thereby shall be at once respotted. A foul ball shall count as a ball rolled against the player.

RULE 16. Pins which are knocked down or displaced by a ball which leaves the alley before reaching the pins, or from a ball rebounding from the rear cushions, do not count, and they shall

be immediately respotted. Pins which are knocked down or displaced from any cause, except by a fairly delivered ball, shall in all cases be respotted. Pins which are knocked down by another pin rebounding in the play, shall be counted as pins down.

RULE 17. Pins which are knocked down or displaced, except by reason of a fairly delivered ball, shall in all cases be respotted.

RULE 18. Every ball delivered, unless it be declared a dead ball by the umpire, shall be counted against the player.

RULE 19. Should a player by mistake roll on the wrong alley, or out of his turn, or be interfered with in his play by another bowler or spectator, or should any of the pins at which he is playing be displaced or knocked down in any manner before his delivered ball reaches the pins, or should his ball come in contact with any foreign obstacle on the alleys, then the ball so delivered by him shall be immediately declared a dead ball by the umpire, and such ball shall not count, and shall be immediately rerolled by the player after the cause for declaring such ball dead has been removed.

RULE 20. Pins which are knocked down by a fair ball, and which remain lying on the alley or in the gutters, are termed dead wood, and shall be removed before the next ball is rolled.

RULE 21. Should a standing pin fall by removing dead wood, such pin or pins shall be at once respotted.

RULE 22. Should a pin be broken or otherwise badly damaged during the game, it shall be at once replaced by another as nearly uniform with the set in use as possible. The umpire shall in all such cases be the sole judge in the matter of replacing such pin or pins.

RULE 23. Bowling balls used in the game and marked by their owners are considered private, and the other participants in the game are prohibited from using the same, unless the owner consents to such use.

RULE 24. Each player shall roll two balls in each frame, except when he shall make a strike, or when a second strike or spare is made in the tenth frame, when the player shall complete that frame by rolling a third ball. In such cases the frame shall be

completed on the alleys on which the first strike or spare is made.

RULE 25. A strike is made when the player bowls down the ten pins with his first ball delivered in any frame, and is credited and designated in the score by an X in the upper right-hand corner of the frame, and the count in such frame is left open until the player shall have rolled his next two balls, when all pins made, counting ten for a strike, shall be credited therein.

RULE 26. A spare is made when the player bowls down all the pins with his second ball in any frame, and is credited and designated with a / in the upper right-hand corner of the frame in which it is made. The count in such frame is left open until such player shall roll his next ball in the succeeding frame, when the number of pins bowled down thereby shall be added to the ten represented by his spare, and the total shall be credited therein.

RULE 27. A break is made in all cases where the player does not secure either a strike or a spare in a frame, and in such cases only the number of pins knocked down are credited in the frame where the break is made.

RULE 28. If at the end of the tenth frame the team scores shall be a tie another frame shall then be immediately bowled where tenth frame was bowled and play so continued on the same alley until at the close of even frames one of the teams shall have a greater number of pins than their opponents, which shall conclude the game.

RULE 29. In all regularly scheduled games the Captains of the opposing teams shall, prior to the commencement of the game, satisfy themselves as to the eligibility of the members as written in the score book. They shall then select an umpire whose duty it shall be to enforce all the rules and regulations of the game. He shall be the sole judge of and decide all plays and immediately make his decision on all questions or points in the play. He shall immediately declare foul all balls delivered contrary to the rules in that respect, and in rendering his decisions he shall do so in a clear tone of voice. At the close of each game he shall declare the winner and sign the official scores of the game.

RULE 30. After the umpire is selected he shall not be changed during the game, except on account of illness, or by the mutual consent of both Captains.

RULE 31. The umpire shall allow no unreasonable delay in the progress of the game, and should any member or team participating in the game refuse to proceed with the game for a space of five minutes after directed to do so by the umpire he shall declare the game forfeited to the other team.

RULE 32. No appeal shall be allowed from the decision of the umpire, except for a clear misinterpretation of the rules or regulations.

RULE 33. The Captains of the opposing teams shall each select a scorer, who shall keep a correct score of the game, and after the completion of the game they shall sign the official scores. The scores shall be official when so signed by the scorers and umpire. No change shall be made in the scorers during the progress of the game, unless for incompetence, illness or by the mutual consent of both Captains.

RULE 34. The umpire and scorers in a game shall not be interested, directly or indirectly, in any bet or wager on the game, and if either of the said officials shall at any time during the game be found to be so interested, he shall be immediately removed.

RULE 35. All protests shall be made in writing to the Governor or Executive Committees of Associations, Leagues or Tournaments in which games are played, and must be made on the same night by the captain or acting captain of the protesting team.

RULE 36. A member of a team, club or association whose team, club or association is engaged in playing a contested game, who shall either directly or indirectly tamper with the alleys, pins, balls or in any manner whatsoever seek by unfair means to secure any advantage over his opponents, shall, upon proof thereof, be for a period of six months, disqualified from participating in any contested game, and the game in which such unfair advantage was so secured or attempted to be secured shall be declared forfeited by the umpire to the opposing team.

RULE 37. All teams or individuals whose application or entry has been accepted in any tournament or league, must keep faith with said league or tournament by presenting a full quota of men on every night for which it is scheduled. Failing to do so the individual or individuals who shall not so appear shall be penalized by being debarred for the period of six bowling months from participating in any league or tournament, unless good cause shall be shown for such non-appearance, or by previous postponement had as provided by the rules governing such cases and in force in such tournament.

RULE 38. Proprietors, lessees, or managers of all open or public tournament or leagues shall, as a protection to themselves and other competing clubs in their tournaments or leagues, submit a full list of their applications to the Executive Board of the City Association under whose jurisdiction such tournament is rolled, which shall place them in the hands of its Investigating Committee, whose duty it shall be to report as to the good standing and eligibility of said applicants.

RULE 39. When an individual, a club, a team, or league is expelled, all games played by it in such tournament shall be null and void, and shall not be counted as games played, and all moneys paid in by said individual, club, team or league shall be forfeited.

RULE 40. When a game or games shall be forfeited under the rules, the team not at fault shall play its regular schedule games the same as though they were actually contested, and the scores and averages so made shall be credited and recorded.

RULE 41. When a bowler is suspended or expelled from his club for non-payment of dues, or for conduct derogatory to the best interests of the game, he shall be prohibited and disqualified from thereafter playing in any club, team, league or tournament, and any such organization which shall knowingly play such disqualified player, after receiving written notice of his disqualification, shall forfeit all games in which such disqualified player has taken part and such organization may be suspended from membership upon vote of the managing committee of such organization holding the tournament.

RULE 42. No bowler shall be eligible to election as a member of a club, league, tournament or association who shall have been, on good proof, adjudged to be in arrears, or indebted to any bowling organization of which he may be or has been a member.

RULE 43. All ties involving the championship of a league, tournament or an association, shall be decided by contest of a number of games mutually agreed upon by teams represented in the tie. All other ties may be decided in a manner provided for by the governing body of said league or tournament. In the event of a failure to agree on the number of games for championship decision, it shall then be the duty of the Governing, or Executive Committee of said league, tournament or association to decide, and their decision shall be final.

RULE 44. The manner and method of computing the scores and averages of the retired and substituted players under the provision of Rule 12 shall be fixed and determined by the rules of the organization in which such players are participating.

RULE 45. All clubs, leagues and tournament associations shall be organized and conducted in accordance with the regulations, and their games shall be played in strict conformity with the playing rules of the National Bowling Association.

RULE 46. A bowling league or tournament association is defined to be an organization formed for the purpose of conducting among its members any bowling game recognized by the Constitution, Rules and Regulations of the National Bowling Association, or any City Association formed under it.

RULE 47. The owner or employes of the alleys whereon the tournament games of a league or tournament association are played shall be disqualified from receiving any individual prize offered by such league or tournament association in such contest.

RULE 48. A league or tournament association and the clubs comprising its membership must conduct and play all their games and tournaments in strict compliance with the rules and regulations governing such games, as adopted by the National Bowling Association.

RULE 49. A league or tournament association must have a constitution and by-laws which provide for its regular organiza-

tion, for the regular election of its officers, prescribe the duties of its officers and shall not conflict with the constitution, rules and regulations of the National Bowling Association.

RULE 50. A Bowling Club, to be qualified to become a member of or to participate in the tournament games of a league or tournament association, must be regularly organized, to meet at least once every two weeks during the bowling season upon alleys of which it is the owner or lessee, and in existence at least thirty days prior to the filing of application for such membership or entry in such tournament; and it must be governed by a constitution and by-laws not inconsistent with the constitution, rules and regulations of the National Bowling Association.

RULE 51. Such application must be accompanied with a full list of the officers and eligible members of such applicant, and shall name the time and place of holding its regular practice meetings.

RULE 52. A club having entered a team for competition in any league or tournament association, which shall be found at some subsequent time during such tournament not qualified under the rules, shall, upon proof thereof, forfeit all games rolled in such tournament, and any and all rights to claim or hold any trophy or prize played for therein, and such club shall also thereby forfeit its membership in such league or tournament association.

RULE 53. A bowler is defined to be a person who is a qualified member of a regularly organized bowling club, organized and existing in conformity with the rules and regulations of the National Bowling Association, and who attends the regular meetings of such club, and engages in the bowling games played by it in regular practice. Such bowler may at the same time be a member of one or more regular bowling clubs.

RULE 54. A bowler belonging to two or more clubs, entered in tournaments under the jurisdiction of the National Bowling Association, shall not be permitted to bowl in competition in any of such tournaments against a club of which he is also a member. For a violation of this rule the game in which such disqualified member rolls shall be declared forfeited to the team

with which his team or club is competing, and such player shall be disqualified from playing in such tournament for a period of thirty days.

RULE 55. For a violation of any of the playing rules or regulations by a club, team or individual player affiliated with the National Bowling Association, the penalty shall be suspension of such club, team or individual from all tournaments for a period of six bowling months, for the first offense, and expulsion for the second offense.

RULES AND REGULATIONS

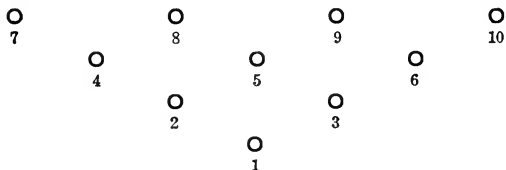
OF THE

American Bowling Congress Covering the Game of American Ten Pins and Defining the Qualifications of all Bowlers, Bowling Clubs, Bowling Leagues and Associations.

All games of American Ten Pins, to be considered official, must be played and conducted in strict compliance with the following Rules and Regulations:

RULE 1. The alleys upon which the game shall be played shall be not less than 41 or more than 42 inches in width. The length from the center of No. 1 pin spot to the foul line shall be 60 feet. Back of the foul line there shall be a clear run of not less than 15 feet. The pin spots shall be clearly and distinctly described on or imbedded in the alleys and shall be so placed 12 inches apart from center to center. They shall be $2\frac{1}{4}$ inches in diameter. The pin spots numbered 7, 8, 9 and 10 shall be placed 3 inches from the pit edge of the alleys, measuring from the edge to the center of such pin spots.

RULE 2. The pins shall be spotted on the pin spots placed upon the alleys according to the following diagram, and the pins and spots shall be known by the numbers as follows:



RULE 3. Gutters shall be placed on either side of the alley, and shall begin at the foul line and extend parallel to the alleys to the pit.

RULE 4. The gutters shall be from 9 to $9\frac{1}{2}$ inches in width, placed on each side of the alley, and shall begin at the foul line, and extend parallel with the alley to the pit. From a point opposite No. 1 pin spot to the pit, they shall be of square bottoms,

from which they shall commence to gradually decline, so that where they enter the pit, they shall be, when originally constructed, not less than $3\frac{1}{2}$ inches below the alley surface, and at no time shall said gutters be less than three inches below the alley surface where they enter the pit.

RULE 5. The pit shall be not less than 10 inches in depth, when alley is originally constructed, and at no time shall said pit be less than $9\frac{1}{2}$ inches in depth, measuring from the top of the pit mat or cushion to the alley surface, and shall be not less than $2\frac{1}{2}$ feet in width from the alley edge to the surface of the rear swinging cushion, and a board not to exceed two inches in thickness may be attached to the rear of the alley bed.

RULE 6. The side and center partitions shall be not less than 18 inches nor more than 2 feet in height above the alley surface, and shall extend from a point opposite No. 1 pin spot to the rear cushion wall. Such partitions may be covered with one layer of leather of not to exceed one-half inch in thickness; no other covering shall be permissible. The side partitions shall be so placed that the surface thereof facing the alleys shall be 12 inches from the center of the corner pin spot.

RULE 7. The rear swinging cushion shall in all cases have for a covering material of a dark color, and shall be so constructed as to prevent the pins from rebounding onto the alleys.

RULE 8. The foul line shall be clearly and distinctly marked upon or imbedded in the alleys, in dark-colored paint, or inlaid with dark-colored wood or other material, and shall be not more than one inch in width. The foul line, wherever possible, shall be extended from the alley surface to and upon the walls of the alleys.

RULE 9. The pins shall be of the following design and measurements: Fifteen inches in height, $2\frac{1}{4}$ inches in diameter at their base, 15 inches in circumference at a point $4\frac{1}{2}$ inches from their base, $11\frac{5}{8}$ inches in circumference at a point $7\frac{1}{4}$ inches from their base, $5\frac{1}{4}$ inches in circumference at the neck, a point 10 inches from the base; 8 inches in circumference at the head, a point $13\frac{1}{2}$ inches from the base. The taper from point to point shall be gradual, so that all lines shall have a graceful curve.

RULE 10. Sets of pins shall be of clear, hard maple, and of uniform weight, as near as possible, and of minimum weight of not less than three pounds two ounces, provided, however, that it shall be a violation of this rule to use any pin or pins whose natural weight is in any way increased or diminished except by ordinary wear and tear. The pins shall be marked "A. B. C. Regulation," and there may be marked thereon the imprint of the manufacturer thereof.

RULE 11. The balls shall not in any case exceed 27 inches in circumference nor exceed sixteen pounds in weight. Any sized ball of less circumference or weight may be used. Provided that in any city where it is deemed necessary and in the best interests of the game, the city association may require that the ball which is used in local tournaments shall be wholly of one substance; but such requirements shall not apply to National Tournaments.

THE PLAY.

RULE 12. A team shall be composed of the number of players fixed by the rules of the particular tournament in which the competition is held. Play shall be called by the umpire in each game at the time fixed by the rules of the tournament. Before play is called the team captain shall enter the names of his players in the score book, and after play is begun in that game no change shall be made in the rotation of the players as so entered, provided that any time before his team begins play in the ninth frame, the captain may replace any of his players by another qualified member of his team, provided the player removed from the game has not made either a strike or spare in the frame last rolled by him, and a player once removed from a game cannot be again played in the same game from which he was removed. The full team membership must be ready to play at the time fixed by the rules, but should less than the required number be ready the captain may play such players as he has and should the other players appear at any time during the game, they may be added to the team and begin play in the frame then being rolled by the team. A team failing to appear with its full

quota of players, and which refuses to play with a less number shall forfeit the game then about to be bowled. When a series of games is to be bowled at one time, the forfeit above provided shall apply to the game of the series then about to be played; and if at any time during the series, and before play shall be called in the game then to be played, the full quota of players are present, then such team may begin play in the game then about to be called.

RULE 13. Two alleys immediately adjoining each other shall be used in all games. The contesting teams shall successively and in regular order roll one frame on one alley, and for the next frame alternate and use the other alley, so alternating each frame until the game is completed.

RULE 14. In delivering the ball the player must not permit any part of his foot, while any portion thereof is in contact with the alleys, to rest or extend on, over or beyond the foul line, nor shall any part of his person be permitted to come in contact with any part of the alleys beyond the foul line at any time before the delivered ball shall have reached the pins. A ball delivered contrary to the provisions of this rule shall be a foul ball, and shall be so declared by the umpire immediately such ball so becomes foul.

RULE 15. No count shall be made on a foul ball, and any pins which are knocked down or displaced thereby shall be at once respotted. A foul ball shall count as a ball rolled against the player.

RULE 16. Pins which are knocked down or displaced by a ball which leaves the alley before reaching the pins, or from a ball rebounding from the rear cushions, do not count, and they shall be immediately respotted.

RULE 17. Every ball delivered, unless it be declared a dead ball by the umpire, shall be counted against the player.

RULE 18. Pins which are knocked down by another pin rebounding in the play from the side partition, or rear cushion, are counted as pins down.

RULE 19. Pins which are knocked down or displaced from

any cause, except from a fairly delivered ball, shall in all cases be respotted.

RULE 20. Should a player by mistake roll on the wrong alley, or out of his turn, or be interfered with in his play by another bowler or spectator, or should any of the pins at which he is playing be displaced or knocked down in any manner before his delivered ball reaches the pins, or should his ball come in contact with any foreign obstacle on the alleys, then the ball so delivered by him shall be immediately declared a dead ball by the umpire, and such ball shall not count, and shall be immediately rerolled by the player after the cause for declaring such ball dead have been removed.

RULE 21. Pins which are knocked down by a fair ball, and which remain lying on the alley or in the gutters, are termed dead wood, and shall be removed before the next ball is rolled.

RULE 22. Should a standing pin fall by removing dead wood, such pins or pin shall at once be respotted.

RULE 23. Should a pin be broken or otherwise badly damaged during the game, it shall be at once replaced by another as nearly uniform with the set in use as possible. The umpire shall in all such cases be the sole judge in the matter of replacing such pin or pins.

RULE 24. Bowling balls used in the game and marked by their owners are considered private, and other participants in the game are prohibited from using the same, unless the owner consents to such use.

RULE 25. Each player shall roll two balls in each frame, except when he shall make a strike, or when a second strike or spare is made in the tenth frame, when the player shall complete that frame by rolling a third ball. In such cases the frame shall be completed on the alley on which the first strike or spare is made.

RULE 26. A strike is made when the player bowls down the ten pins with his first ball delivered in any frame, and is credited and designated in the score by an (X) in the upper right-hand corner of the frame, and the count in such frame is left open

till the player shall have rolled his next two balls, when all pins made, counting ten for a strike, shall be credited therein.

RULE 27. A spare is made when the player bowls down all the pins with his second ball in any frame, and is credited and designated with a (●) in the upper right-hand corner of the frame in which it is made. The count in such frame is left open until such player shall roll his next ball in the succeeding frame, when the number of pins rolled down thereby shall be added to the ten represented by his spare, and the total shall be credited therein.

RULE 28. A break is made in all cases where the player does not secure either a strike or a spare in a frame, and in such cases only the number of pins knocked down are credited in the frame where the break is made.

RULE 29. If at the end of the tenth frame the team scores shall be a tie, another frame shall be immediately bowled, and play is so continued until at the close of even frames one of the teams shall have a greater number of pins than their opponents, which shall conclude the game.

RULE 30. In all contested games the captains of the opposing teams shall select an umpire, whose duty it shall be to enforce all the rules and regulations of the game. He shall be the sole judge of and decide all plays, and immediately make his decision on all questions or points in the play. He shall immediately declare foul all balls delivered contrary to the rules in that respect, and in rendering his decisions he shall do so in a clear tone of voice. At the close of each game he shall declare the winner and sign the official score of the game.

RULE 31. After the umpire is selected he shall not be changed during the game, except on account of illness, or by the mutual consent of both captains.

RULE 32. The umpire shall allow no unreasonable delay in the progress of the game, and should any member or team participating in the game refuse to proceed with the game for a space of five minutes after directed to do so by the umpire, he shall declare the game forfeited to the other team.

RULE 33. No appeal shall be allowed from the decision of the umpire, except for a clear misinterpretation of the rules or regulations.

RULE 34. The captains of the opposing teams shall each select a scorer, who shall keep a correct score of the game, and after the completion of the game they shall sign the official scores. The scores shall be official when so signed by the scorers and umpire. No change shall be made in the scorers during the progress of the game unless for incompetence, illness or by the mutual consent of both captains.

RULE 35. The umpire and scorers in a game shall be disinterested, and are not permitted to be interested, directly or indirectly, in any bet or wager on the game, and if either of the said officials shall at any time during the game be found to be so interested, he shall be immediately removed. Should such removed official refuse to retire from the game on demand of either captain, it shall be sufficient ground for sustaining a protest of the game in which such disqualified official served.

RULE 36. A member of a team, club or association, whose team, club or association is engaged in playing a contested game, who shall either directly or indirectly tamper with the alleys, pins, balls, or in any manner whatsoever seek by unfair means to secure any advantage over his opponents, shall, upon proof thereof, be forever disqualified from participating in any match or tournament game, and the game in which such unfair advantage was so secured or attempted to be secured shall be declared forfeited by the umpire to the opposing team.

RULE 37. A team failing to meet its schedule engagements, unless such failure shall be occasioned by some unavoidable cause, or by previous postponement had as provided by the rules governing such cases, and in force in such tournaments, shall forfeit such schedule games, and upon investigation of the case by the managing committee of such league, association or tournament, unless satisfactory reasons can be assigned for such default, the team or such of its members who cause such default, or the entire club, shall be expelled from membership in such league, association or tournament, as the case may be.

RULE 38. When a club, team, or league is expelled all games played by it in such tournament shall be null and void, and shall not be counted as games played.

RULE 39. When a game or games shall be forfeited under the rules, the team not at fault shall play its regular schedule games the same as though they were actually contested, and the scores and averages so made shall be credited and recorded.

RULE 40. When a bowler is suspended or expelled from his club for non-payment of dues, or for conduct derogatory to the best interests of the game, he shall be prohibited and disqualified from thereafter playing in any club, team, league or tournament, and any such organization which shall knowingly play such disqualified player, after receiving written notice of his disqualification, shall forfeit all games in which such disqualified player has taken part and such organization may be suspended from membership upon vote of the managing committee of such organization holding the tournament.

RULES TO GOVERN ORGANIZATION AND CONDUCT OF CLUBS, LEAGUES AND TOURNAMENT ASSOCIATIONS.

RULE 41. All clubs, leagues and tournament associations shall be organized and conducted in accordance with the following regulations, and their games shall be played in strict conformity with the playing rules of the American Bowling Congress.

RULE 42. A bowling league or tournament association is defined to be an organization formed for the purpose of conducting among its members any bowling game recognized by the Constitution, Rules and Regulations of the American Bowling Congress. Such leagues or tournament associations must have a membership of at least six bowling clubs, regularly organized, as provided by the rules of the American Bowling Congress, and shall conduct at least one annual tournament. Such league or tournament association shall, by its rules, provide for the designation of the annual champion team and individual, in the game played under its auspices, and shall certify its said champion to

the secretary of this organization within ten days after such champions shall have been determined.

RULE 43. The owner or employes of the alleys whereon the tournament games of a league or tournament association are played shall be disqualified from receiving any individual prize offered by such league or tournament association in such contest.

RULE 44. Such league or tournament association and the clubs comprising its membership must conduct and play all their games and tournaments in strict compliance with the rules and regulations governing such games, as adopted by the A. B. C. Bowling Congress.

RULE 45. Such league or tournament association must have a constitution and by-laws which provide for its regular organization, and for the regular election of its officers, and prescribe the duties of its officers, and which shall not conflict with the Constitution, Rules and Regulations of the American Bowling Congress.

RULE 46. A bowling club or team to be qualified to become a member of a city association or become eligible to participate in a league or tournament within the jurisdiction of the city association, must be regularly organized, and in existence at least thirty days prior to the filing of application for such membership or entry, and it must be governed by a constitution and by-laws not inconsistent with the Constitution, Rules and Regulations of the American Bowling Congress, or of the league or tournament association to which it applies for membership.

RULE 47. All clubs or teams to be eligible to participate in the national tournament of the Congress must be a member of a city association at least thirty days prior to the opening date of the tournament and must have been in existence at least sixty days prior to the time of filing such application for membership to the city association.

RULE 48. Such application must be accompanied with a full list of all eligible members and officers of such applicant, and shall also name the time and place of holding its regular practice meetings, and such club must either have a place of meeting in regular practice, and must so meet at least once in every two

weeks upon alleys of which it is the owner or lessee, or be regularly entered and compete in the annual tournament of one or more leagues or tournament associations. Provided that in any city where it is deemed necessary and in the best interest of the game, the City Association may require that the bowling clubs meet at least once each week during the bowling season upon alleys of which they are the owners or lessees.

RULE 49. A club having entered a team for competition in any league or tournament association, which shall be found at some subsequent time during such tournament, not qualified under the rules, shall upon proof thereof, forfeit all games rolled in such tournament, and any and all right to claim or hold any trophy or prize played for therein, and such club shall also thereby forfeit its membership in such league or tournament association.

RULE 50. A bowler is defined to be a person who is a qualified member of a regularly organized Bowling Club, organized and existing in conformity with the rules and regulations of the American Bowling Congress. Such bowler may at the same time be a member of one or more Bowling Clubs. Provided that in any city where it is deemed necessary and in the best interests of the game the City Association may require that a bowler to be qualified must attend the regular meetings of his club, and engage in the bowling games played by it in regular practice.

RULE 51. A bowler belonging to two or more clubs, entered in tournament under the jurisdiction of the A. B. C., shall not be permitted to bowl in competition in any of such tournaments against a club of which he is also a member. For a violation of this rule in which such disqualified member rolls the game shall be declared forfeited to the team with which his team or club is competing, and such player shall be disqualified from playing in such tournament for a period of thirty days.

RULE 52. For a violation of any of the playing rules or regulations by a club team, or individual player affiliated with the A. B. C., the penalty shall be a suspension of such club, team or individual from all tournaments for a period of sixty days for the first offense, and expulsion for all offences committed thereafter.

AMERICAN BOWLING CONGRESS RULES AND REGULATIONS GOVERNING NATIONAL AND CITY TOURNAMENTS

RULE 1. The National Bowling Tournament of the American Bowling Congress shall be held at such time and place as shall from time to time be determined by the Congress, in compliance with the provisions of the Constitution and Rules of the American Bowling Congress. All City Championship Tournaments conducted by City Associations of this Congress shall be governed by these rules.

It is the duty of all City Associations of the Congress to conduct an annual tournament for the purpose of determining the various championships in their respective cities.

RULE 2. The game in such tournaments shall be played under and in strict compliance with the playing rules of the game of American Ten Pins, as adopted by the American Bowling Congress.

RULE 3. To qualify a club, team or individual, for entry and competition in such tournaments, such club must be a regular qualified member of a City Bowling Association of the American Bowling Congress, and such team and individual must be regular qualified members of a club which is a regular qualified member of a City Bowling Association of the American Bowling Congress.

RULE 4. The Executive Committee of the Congress shall prescribe and adopt a system for filing entry blanks and for making the schedule, and shall adopt and approve the form of entry blanks and other forms necessary to be used in each such tournament, and all entries shall be made in writing upon the entry blanks, so approved and adopted.

RULE 5. All entries in any tournament shall be mailed or delivered to the secretary of such tournament, and the entry fee must accompany the entry. No entry shall be received unless it is so made at least fifteen days prior to the opening day of the

tournament, except that entries which have been deposited in the United States mail and bear the postoffice stamp of a day not later than fifteen days prior to the opening day of the tournament, and which comply in all respects with these rules, shall be received. After an entry has been received and filed, the entry fees shall in no case be refunded.

RULE 6. The game to be played in all such tournaments shall be the American game of Ten Pins, and the events shall consist of a Five-Men Team Contest, a Two-Men Team Contest, and an Individual Contest. The winners in each event shall be declared the National Champion in such event, and hold such title till the next National Tournament.

RULE 7. Three consecutive games shall be played by each entry, and total pins shall decide the winners.

RULE 8. In case of a tie for first prize in any event, the teams or individuals tying shall play off the tie at such time during the tournament as shall be decided by the schedule committee, by playing one game of ten frames. The winner of the tie shall be entitled to first prize and championship, the next team or individual to the second prize, etc. Any and all ties other than for first prize and position shall be decided as the tying entries, with the consent of the schedule committee, may decide, but should the contestants fail to agree on the method of deciding the tie, then it shall be decided as the schedule committee may determine.

RULE 9. In all ties the winner of the tie shall receive the prize offered for the position in which the tie occurred, the second entry to the next prize, etc., viz: If three teams are tied for second prize, the winner of the tie will receive second prize, the second team in roll-off will receive the third prize, and the third team the fourth prize.

RULE 10. The schedule committee shall be composed of three persons, to be selected as follows: One by the President of the Congress, two by the local tournament officials, not later than ten days prior to the opening date of the tournament; such committee shall meet, and prepare the schedule. Such schedule shall designate the name of the entry, the time when, and the alley upon

which each entry shall begin play in each event. Such schedule shall be prepared in the following manner: The names in each entry in the separate events shall be placed in a receptacle, and the same shall be well shaken, a disinterested person being blind-folded, shall then draw one at a time the names from such receptacle and as drawn the names shall be placed on the schedule in consecutive order, beginning with the first alley and the time of rolling of the event, and so continued in consecutive order, until all are drawn and placed. No change shall be made in such order unless sanctioned by the Executive Committee of the Congress.

RULE 11. In all National Tournaments the order of bowling the events shall be decided by the local schedule committee, provided, however, that when it is practicable, no two-men team or individual entry, also entered in a five-men team, shall bowl in such two-men or individual event until he has bowled with his five-men team.

RULE 12. All team and individual entries shall be notified in writing at least five days before the time of the opening of the tournament, of the time when they are scheduled to bowl in such tournament, and such teams and individuals must appear and be ready to bowl at least fifteen minutes before such time. A team or individual neglecting to appear ready to bowl at time scheduled will forfeit the entry, and the place on the alley of such defaulting team or individual shall remain vacant; no other person, other than those entered and scheduled to bowl, shall be allowed to roll in such place.

RULE 13. Each entry in each event shall play and complete such event on the two alleys designated on the schedule.

RULE 14. If the alleys used in such tournament are laid for the express purpose of the event, no person shall be permitted to roll upon same till the schedule is started. Should the alleys have been in use prior to such tournament, they they shall be closed at least two weeks prior to the opening day of the tournament,

and they shall during such time be put in such condition so that they are in all respects true and perfect. The alleys shall in all cases be of uniform neutrality. No practice bowling upon the tournament alleys shall be permitted by the entrants or any other person at any time during the tournament.

RULE 15. All teams of five men must be composed of bowlers who are qualified members of the same bowling club, and which is duly organized as provided by the rules of the Congress and is a member of a City Bowling Association of the American Bowling Congress.

RULE 16. In teams of two men the members of the team need not necessarily be members of a bowling club, but they must individually be qualified members of the same bowling club qualified under the rules of the Congress, and such club must be a member of a City Bowling Association of the American Bowling Congress.

RULE 17. Each individual entry must be a qualified member of a qualified bowling club under the rules of the American Bowling Congress, and such club must be a member of a City Bowling Association of the American Bowling Congress.

RULE 18. Any violation of Rules 15, 16 or 17 shall forfeit such entry, and the person or club disqualified shall be forever barred from entry or competition in the tournaments of the American Bowling Congress.

RULE 19. Not later than December 1 prior to the date of the tournament, the officials of such tournament shall submit to the Executive Committee of the Congress a list of the prizes to be bowled for and such list shall contain in cash prizes in an amount not less than the guarantee offer made for such tournament, and no reduction in the amount of such prizes shall thereafter be made, and if the number of entries warrant, such prizes shall be increased in number and amount so that in every case the total amount of prizes offered and paid in cash shall equal a sum not less than 85 per cent. of the total amount realized from the entry fees of such tournament. Before publication of any prize list, the same shall be first submitted to and approved by the

Executive Committee of the Congress, which Committee shall have the power to make alterations therein. If the tournament officials shall default in any of the provisions of this rule, it shall be sufficient cause on the part of the Executive Committee to enforce the powers granted it by Section 7 of Article 6 of the Constitution of the Congress.

RULE 20. Each team or individual entrant in a National or City Tournament shall be permitted to appoint a scorer, who may accompany them on the tournament alleys and who may keep the score on a large sheet, board or score-book provided for that purpose. Said scorer shall check each completed frame with an individual scorer to be appointed by the local tournament officials. Any dispute or disagreement between said scorers shall be immediately referred to and decided by the umpire or the Executive Committee of the Congress or City Association.

RULE 21. All appeals from the decision of the umpires or protests shall be made to, and be decided by, the Executive Committee of the Congress, and such Committee shall render a decision thereon within twenty-four hours after submission. Such appeal or protest shall in all cases be made in writing, and be signed by the party taking the appeal or making the protest, and shall briefly state the grounds of appeal or protest. The decision of the Committee shall be final and binding upon all entrants and the officials of such tournament.

RULE 22. No bowler in any team event shall be permitted to enter or play for or with more than one team.

RULE 23. The pins used in all National Tournaments shall weigh not less than 3 pounds 2 ounces nor more than 3 pounds 4 ounces. New sets of pins shall be placed on each alley, and used beginning with the first game of each day of the tournament.

RULE 24. The local tournament committee shall furnish and provide free admission to the tournament games to all visiting entrants therein, limiting the number of tickets to be issued to visiting entrants in the five-men teams not to exceed ten in number; in the two-men teams not to exceed three in number; and to individuals not to exceed two in number. _____

RULE 25. The entry fee shall in no case exceed the sum of \$5.00 per man in each event.

RULE 26. All prizes shall be paid and distributed to the winners within twenty-four hours after the event in which they are won is completed, and the local tournament committee shall in all cases be held responsible for the proper distribution of such prizes to the right parties.

RULE 27. The Executive Committee of the Congress shall have the power, and it shall be its duty to enforce strict compliance with the provisions of the foregoing rules, and to enforce any and all penalties provided therein, or by the rules of the Congress.

RULE 28. The local tournament officials may provide such other rules, not inconsistent with these rules, or the playing rules of the Congress, as may be found necessary to the successful conduct of such tournament, provided such rules be first submitted to, and be approved by the Executive Committee of the Congress, and publication thereof be made at least sixty days prior to the opening of the tournament.

RULE 29. It is hereby declared to be the policy of the American Bowling Congress, that any and all forms of gambling in or upon the premises whereon are conducted the National Tournaments, upon the results of such tournaments should be absolutely prohibited and condemned; therefore, any and all persons are hereby prohibited from engaging in, or conducting in or upon the premises whereon is conducted any National Tournament of the Congress, any book-making, pool selling, betting, or gambling in any form, upon the results of the play in such tournaments, and it is hereby made the duty of the local tournament officials and the members of the Executive Committee of the Congress to secure a strict enforcement of this rule, and to eject from such premises any and all persons found violating its provisions.

RULE 30. The officials of the Association or Company under whose direction the annual tournament of the Congress is held, shall furnish to the officials of the Congress an official pass which

will give them free admission and access to all parts of the tournament and building.

RULE 31. In applying these rules to City Tournaments the word "Congress" should be construed as "City Association," the word "national" as "city," the words "Executive Committee of the A. B. C." as "Executive Committee of the City Association," etc., etc.

RULE 32. All clubs and bowlers participating in A. B. C. Tournaments must wear uniform shirts.

SPARES: HOW THEY ARE MADE

“Spare bowling is what counts” is an aphorism of the alleys. Straight strikes are better than straight spares, but it is next to impossible to make many strikes in succession, while the science of bowling will permit a man to make every frame a spare. And unless strikes do come in succession they are no better than spares.

There are certain balls that are called strike balls, which, if bowled, will result the greater number of times in strikes, and therein is a bowler's skill shown. But the fortunes of the game turn a great many strike balls into the worst splits and a great many split balls into fluke strikes. This element of chance is not nearly so great in spare bowling for the majority of spares have to be made in certain ways. A difficult spare will call for more applause than any strike.

In order to illustrate the proper way to go after some of the pin combinations that confront a bowler, let it be remembered that every pin is numbered. The head pin is numbered 1, and 2 and 3 are in the second row from right to left; 4, 5 and 6 in the third row, and 7, 8, 9 and 10 in the fourth row.

In the first diagram are shown two splits that are frequent. They are the 2 and 7 and the 3 and 10, and are called “baby splits,” because of the ease with which they are made. If it is the 2—7 bowl either a side or center ball, hitting the 2-pin a little to the right. If the 3—10, hit the 3-pin a little to the left. In both of these cases the first pin struck will take with it the other pin. Another way to make the spares is to bowl between the pins, making the ball take both.

A difficult spare is the 6—7—10 in the second diagram. Fortunately this break is not a common one. A straight ball, slightly kissing the 6-pin on the off side will get the 10-pin, while the 6-pin will fly over and get the 7-pin. This is the only way to make this spare. The 3—7—10, in the third diagram, is not so

FIG. 1

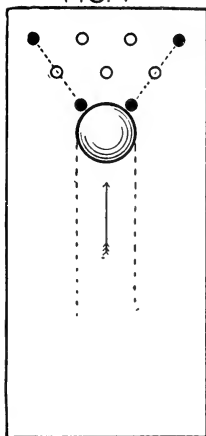


FIG. 2

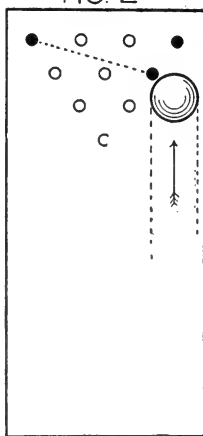


FIG. 3

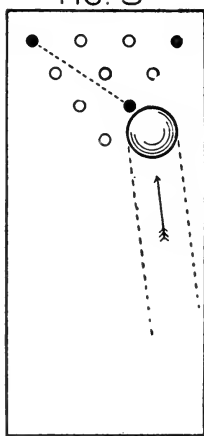


FIG. 4

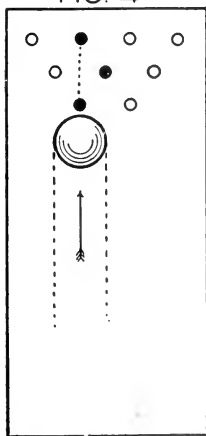


FIG. 5

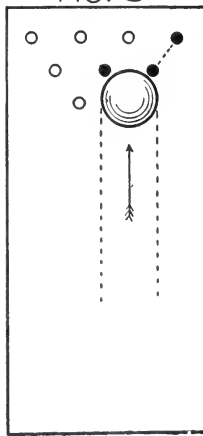
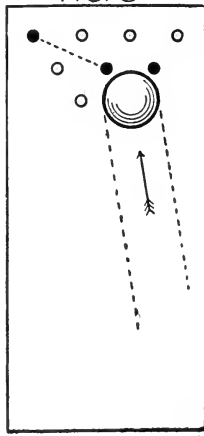


FIG. 6



difficult. The ball should take the 3-pin thin on the right side. The ball will get the 10-pin, and the 3-pin will take the 7-pin. The 2—7—10 is the same sort of a spare, and here the 2-pin should be hit on the left side.

The 2—5—8 spare, in the fourth diagram, appears to the uninitiated an easy one, but it is not. A straight ball, hitting the 2-pin full will usually do the work, but such a shot is not the easiest to make. This spare will allow of a "trip" shot. By hitting the 2-pin thin on the left side it will be driven against the 5 and 8-pin.

The 5—6—10 spare is a nice one. A straight ball, hitting the 6-pin fuller than the 5, will make it. If the 5 or 6-pins are hit with equal fullness they will glance out, leaving the 10-pin standing. The 6-pin must be hit full enough to be driven forward. The 5—7 and the 5—10 spares are made by hitting the 5-pin thin on the left, if it is the 5—7, and thin on the right, if it is the 5—10.

According to experts, it is foolish to try and convert such splits as the 4—6, 7—9 and the 8—10 into spares. Once in a while they are made, but it is pure luck, such as a rebound or a miserable flopping of the pins. With such a split-up the bowler should content himself with one pin. The 5—6—7 spare in the sixth diagram is not an uncommon one. A straight ball hitting the 5-pin a little fuller than the 6-pin will take both of these pins, and will send the 5-pin across to the 7-pin. A ball hitting the 5 and 6 pins with equal fullness will usually make the spare.

A FEW HINTS TO BEGINNERS

There is no better sport for the winter season than bowling. For centuries men have wrought physical benefit from it, and at the same time, have had a good share of fun.

There is good and bad of everything, but it is just as easy to be a good bowler as it is to be a bad one. All that is required of a player, is to understand that the brain counts a good deal in rolling the ball. If one does not intend to use his brains at the game, he might as well not spend his time at it. To those beginning to learn the rudiments of the game—that is the part where strikes will be as frequent as splits, it will be well for them to remember, that they cannot engage in conversation of any sort. The mind must be entirely absorbed in the rolling of the ball, and sight of the ten pins at the foot of the alley, should not be lost.

But, there is the handling of the ball, too, which is just as essential. A man's size makes no difference. There are all sizes of balls, to fit everybody. One mistake of a beginner might be here pointed out. He takes to a big ball, believing that its execution is greater. As a matter of fact, it is, but not for the new man. A small ball, no matter if it is only an eight-pounder, will teach how to reach the pins, better than a bigger one. One must never begin the game, believing that he should be a star at the start. He can't be. Only patience and practice will develop him.

For the beginner, I would suggest that he take the ball best adapted to his size, and begin by rolling it down the middle of the alley, without taking any run whatever. When his hand and arm become steady by this sort of practice, then by degrees he can edge to the side of the alley, learning all the time the side delivery. His delivery will be slow at first, but speed is later development. After all this is done, he can begin taking

a few steps of start. Not with the intention of getting speed that will tear out the end of the alley. Let time take its course, and it will bring out all the bowling qualities in a man. It is not well for a novice to roll constantly. A couple of hours' practice each day, will prove more beneficial than a longer period. He is not so apt to become muscle-bound, instead the muscles will become pliable.

As I said in the beginning, no better mode of physical development has ever been evolved than that of bowling. There is not a single organ of the human body that it does not benefit. Every part of the body is brought into play. The arms become bigger and stronger through swinging. The legs gain in strength through their little sprint, and by bending at the time the ball is sent rolling pinward. The body itself is ever being twisted and turned, just enough to keep it in good shape. By the latter exercise, the stomach is kept always in good condition. For a person to stick to the game as persistently as I have, I don't think medical skill can introduce any better elixir of life. It will lengthen one's years to a certainty. Here are a few hints beginners should not forget to remember.

BALL AND GRIP.

Select a light weight, or undersized ball—25 or 26 inches in circumference is large enough for the first trial. See that the thumb and finger holes are the right size, and be particular to see that the holes are the proper distance apart. You cannot control the ball if the hand is cramped.

POSITION.

Stand erect on the approach about 10 feet back of the foul line; face the pins; let the weight of the ball rest on the left hand; take a firm grip with the right hand, swing the ball (once) and see if the grip is all right; if your hand perspires, causing the ball to slip, use your handkerchief or a towel, not chalk or resin.

DELIVERY.

Do not run; walk three or four fast steps; start with the right foot, and deliver the ball with the left foot in front; do not bend your arm or back; keep your feet far apart, bend your knees, and deliver the ball, when your right hand is in within 12 inches of the alley bed; the ball should strike the alley within two feet in front of your left or front foot.

DIRECTION AND SPEED.

Form an imaginary line to the right side of head pin and bowl on that line; use just enough speed to make the ball go straight to the head pin; pay no attention to your score; better leave all but the No. 1 pin off the alley until you have mastered your delivery.

CURVED BALL.

Let the other fellow use the curve—he will find it very expensive; the curved ball is hard to control; the most expert players acknowledge that it will not work on some alleys; the surface of the beds must be “just right”; the polish perfectly dry, and not too smooth; the bowler must use just the right speed; dirt or chalk on the ball or alley will change the course of the ball.

GOOD SPORT FOR WOMEN

It is really astonishing how many women have taken to bowling. When the sport received its first boom it was at once said that it was strictly a game for the masculine sex. Since then, however, there has been a wonderful change. Women have not only taken to the sport, but women's clubs, and women's tournaments have sprung up everywhere like mushrooms over night. The East and the West both boast of some excellent women bowlers, but until they come together in competition, it is difficult to say which part of the country really has the fair champion.

A prominent woman bowler, in speaking of the benefit to be attained by the fair sex in playing the game, has this to say: "To the woman with an opportunity bowling offers many attractions. As a means of passing the long winter evenings, the game is both healthful and enjoyable. No exercise is more invigorating; it brings to the eye a sparkle, and a glow to the cheek, which many a woman may well envy. In addition to the benefits derived from the muscular exertion, at no time severe, there is also the healthful excitement of the contest and the sociability which the game promotes.

"As in every other game, practice makes perfect, but here may be said, to become fairly proficient does not need a great deal of playing. It is an invariable rule, that any one who takes up the game becomes an enthusiast, and with more practice at last becomes a good player. Yet, it is not necessary to be skilled, in order to enjoy oneself. I do not know of an instance of a girl, who, having learned the game, has willingly given it up for any other form of amusement. Before learning to bowl, I was a

great card player, whist, euchre, pedro, and the rest; now I very seldom touch a card. All of the spare time that I can find is spent in bowling or coaching some inexperienced player.

"Women are hard to teach. When you show a man where he can better his playing, as a general rule he accepts the suggestion, and endeavors to remedy the defect. A woman rarely ever does, and that is the reason, probably, why women are not, as a class, as good bowlers as men. You can tell her, illustrate what you are saying, prove your point conclusively, and she will admit it. Then some inward feeling prohibits her from carrying out what she knows to be the right. You may call it stubbornness, or whatever you like, but all women are that way, more or less, and they cannot help it.

"Then, there are some, who will not admit that you are in the right. To them one way is as good as another. Their idea of bowling, is to fling the ball down the alley. If it goes into the gutter, as it generally does, or only takes off the seven or ten pin, they blame the alley, the pins, the boys, in fact everything but themselves. That is where the fault is most often to be found. Its the woman behind the ball that is responsible.

"A certain per cent. of women who bowl on my alley always stand up straight and loft the ball down the alley from that position. If I tell them that it is not only bad form, detrimental to good bowling, and high scores, and injurious to the alleys as well, they think that we are looking out for our own interests, and that as long, as they are paying for the use of the alley, they can do as they like, missing entirely the point that we are trying to help them in their bowling.

"Personally, I believe that there is a wrong way, and a right way to bowl. Nearly every bowler has a little peculiar motion that is all his own, and some successful bowlers seem to put all theories at fault. Still I think that the player choosing the right method to begin with will meet with quicker and more permanent success. It is my opinion that the ones who are successful with any other than the correct way would be even better bowlers had they been taught the proper method in the begin-

ning. At first, it seems hard to tell in print how to bowl successfully, but, perhaps a few suggestions may be of benefit to the inexperienced woman bowler.

"In the first place, a woman should dress properly. It is not necessary that she should have a bowling costume. A short walking skit, shirt waist, and low heeled shoes, make an excellent combination. Every garment should fit loosely, and allow freedom of action to all the muscles, and to the back and shoulders in particular. It is an impossibility to get any easy or graceful delivery, or to control the ball, if one is dressed in tight-fitting clothes, and high-heeled shoes.

"In bowling for high scores it is essential that a heavy ball should be used, the fifteen-pound ball, the heaviest made for women. One gets better results, and more exercise with that, than with a lighter one. Of course, the beginner should start with a small one, and increase the size gradually. The game is so fascinating that the novice is apt to overdo it at first, resulting in a sore back and muscles for a time.

"A beginner should stand erect, holding the ball a little higher than the waist; then step forward with the left foot, the same time letting the ball swing downward and backward at full arm's length. The swinging of the ball and the movement of the body forward toward the foul line must be in perfect rhythm.

"All bowlers should look at the alleys when delivering the ball; in fact, at the exact spot it is desired to hit. No more than three steps should be used in delivery, as a player can acquire just as much speed and more accuracy in this way, than if he takes a longer run.

"Do not use quick, jerky steps, but even, smooth ones, and do not crook the arm but allow the weight of the ball to keep it hanging straight. When delivering, swing the ball as near the body as possible, and keep it moving in a straight line.

"When letting go of the ball, stoop as near to the alleys as possible, so that the ball in effect glides away from you. A ball should never be lofted, or thrown down the alley. It should leave the players hand without any preceptible noise.

"A beginner's first consideration should be of the foul line, for in league contests, or match games, a foul is committed if the player's foot crosses the line. Therefore, the beginner should school herself from the first to avoid such a foul.

"Confidence is half the victory in any game, and it is especially so in bowling. Luck is also a factor, and a bowler who believes in his luck, and goes at the pins with confidence, will probably make good scores, where the least hesitancy or lack of nerve will cause an awful slump.

"Yes, it is my ambition to make a still higher score than I have. Some day I mean to roll three hundred, the highest score that any one can make, either man or woman."

Mrs. Gertrude Hull, one of the best woman bowlers in the country, has the following to give to the fair sex who are anxious to become experts at the game:

"I am fully convinced, that if properly instructed, any one can learn to bowl without injuring themselves.

"Some are of the opinion that the exercise is too violent, but I do not think this true, if indulged in moderately. The game, however, is so fascinating, and one becomes so enthusiastic, that she often plays too many games the first time she bowls. This should not be done as it is liable to injure one who is not accustomed to so much exercise.

"It is only natural that women who participate in no gymnastics, do not play tennis, golf, or enjoy any other exercise out of the ordinary, should have soft muscles, and should they take up any of these games, and not use the proper judgment when learning, their muscles will feel sore in consequence.

"If beginners will select a light weight, or undersized ball, and see that the thumb and finger holes are of the right size, also that they are the correct distance apart, they can hold the ball firmly without cramping the hand.

"A woman's first position is somewhat different from that of a man, as it is necessary, and I think, advisable for them to lean slightly toward the pins, and rest upon the balls of the feet instead

of upon the heels. It is impossible for women to start with a jump as do some of the most expert men bowlers. Let the weight of the ball rest upon the left hand until you have secured a firm grip with the right.

"Start with the right foot, and take four steps, the fourth being a little slide. Deliver the ball with the wrist perfectly straight and with the left foot in front down the center of the alley. Do not try to curve the ball, as unless you have sufficient speed it will curve naturally to the right or left. After you have mastered the delivery and become more accurate, you will secure better results by starting from the right hand corner of the alley."

HOW TO COMPILE A SCHEDULE

One of the most difficult problems confronting the organizers of bowling tournaments is the preparation of a schedule. To the uninitiated this is a puzzle as unsolvable as the oft-tried "Pigs in the Clover" and the famous "15" and there are really few who can work out the problems with any degree of satisfaction.

In fact, up to a few years ago there were but a few persons who had the proper key to the difficulty, and even now, although there are many who claim to be able to solve the problem, when it comes time to do the work, they generally fail in handling this knotty proposition.

The nine, fifteen and twenty-one team tournaments are the most popular in the East, while the six and twelve club competitions rule in the West. All of these, however, are more simple of execution than those involving competitions in which more or less teams are engaged. The principal object is to arrange schedules so that the clubs will end even, so to speak—that is, the teams be so assigned that not more than three clubs will meet on any night. This is possible in a nine, fifteen and twenty-one team schedule, while even a nineteen team competition has been worked out in the same way. All others up to twenty-one have odd nights, so called, where four or more clubs are compelled to bowl.

At the time of the year when the season is about to begin, the schedule makers are having their busiest time. There are as many systems perhaps as there are schedules. This is the key for the twenty-one club schedule, which never goes wrong:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
8	9	10	11	12	13	14	15	16	17	18	19	20	21							
9	10	11	12	13	14	15	16	17	18	19	20	21								
10	11	12	13	14	15	16	17	18	19	20	21									
11	12	13	14	15	16	17	18	19	20	21										
12	13	14	15	16	17	18	19	20	21											
13	14	15	16	17	18	19	20	21												
14	15	16	17	18	19	20	21													
15	16	17	18	19	20	21														
16	17	18	19	20	21															
17	18	19	20	21																
18	19	20	21																	
19	20	21																		
20	21																			
21																				

After having compiled the above table, the schedule maker proceeds to group his numbers for each bowling night. It is customary to have the twenty-one teams bowl once around before starting on the next series. Hence teams 1, 2 and 3 are selected as a starter. Consequently the figures 2 and 3 under the first column and the 3 under the second column are checked off to show that they have been used, and the combination 1-2-3 is set below. Then follow 4, 5 and 6 for the second night. The 5 and 6 in the fourth column and the 6 in the fifth column are checked off and the combination 4-5-6 placed under the first combination 1-2-3.

The same process is pursued with 7, 8 and 9; 10, 11, and 12; 13, 14 and 15; 16, 17 and 18; 19, 20 and 21. Whereupon the whole table has this appearance:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
8	9	10	11	12	13	14	15	16	17	18	19	20	21							
9	10	11	12	13	14	15	16	17	18	19	20	21								
10	11	12	13	14	15	16	17	18	19	20	21									
11	12	13	14	15	16	17	18	19	20	21										
12	13	14	15	16	17	18	19	20	21											
13	14	15	16	17	18	19	20	21												
14	15	16	17	18	19	20	21													
15	16	17	18	19	20	21														
16	17	18	19	20	21															
17	18	19	20	21																
18	19	20	21																	
19	20	21																		
20	21																			
21																				

And the schedule up to that point, looks like this:

1— 2— 3	10—11—12	16—17—18
4— 5— 6	13—14—15	19—20—21
7— 8— 9		

Continuing on the same plan and avoiding numbers that have already been paired (a fact that may be easily discerned by consulting their respective columns), the following complete schedule, ready for business, will be secured:

SPALDING'S OFFICIAL BOWLING GUIDE.

TWENTY-ONE CLUB SCHEDULE.

1— 2— 3	6— 2—21	15— 6— 8
4— 5— 6	4—20—14	19— 3—16
7— 8— 9	12— 9—17	10—14—21
10—11—12	16— 2—13	5—13—20
13—14—15	15—11— 3	12—14— 3
16—17—18	14—19— 7	18—15— 1
19—20—21	21— 1— 8	10— 4— 2
4— 3— 7	17—10— 5	9—19—13
12— 1—13	12—18— 4	2—20—17
2—14— 8	9—11—20	6—14—18
9—18—10	13— 6— 7	16— 1—11
11— 6—17	5—15—16	15—20—10
4—15—19	4— 8—11	21—18— 7
20—16— 7	17—14— 1	19— 7— 5
9—21— 5	3—20—18	12—20— 8
3—13—10	16—12— 6	7—17—15
1— 6—20	11—13—21	6— 3— 9
19—18—11	15— 2— 9	4—16—21
12—21—15	6—10—19	11— 5—14
9—14—16	9— 1— 4	10— 8—16
8—17—19	5— 7—12	12— 2—19
19— 5— 2	5—18—13	4—17—13
7—10— 1	3—21—17	
5— 3— 8	7—11— 2	

Having secured this, the rest is comparatively easy. The names of the different teams are placed in a hat and drawn out in regular order, the first to be drawn being numbered 1, and so on until all have been numbered. Thereupon the names are supplied in place of the figures and the schedule is complete with the dates placed beside the different combinations.

Trouble is sometimes encountered because clubs desire to avoid certain dates. This can only be done by shifting the combinations about so that the clubs may be accommodated. Sometimes

it is necessary to break combinations, adding more trouble to the unfortunate schedule maker

The same process as in a twenty-one team schedule is pursued in compiling a fifteen club series, the combinations secured being as follows:

FIFTEEN-CLUB SCHEDULE.

1— 2— 3	4—11—13	3— 8—12
4— 5— 6	8—10— 5	6—10—15
7— 8— 9	1— 6— 9	14—12— 8
10—11—12	2— 7—12	2— 9—13
13—14—15	11— 9—14	5— 7— 3
9—10— 3	15— 4— 7	1—12—15
11— 2— 5	13— 1—10	11— 7— 1
13— 6— 7	2—14— 6	2—10— 4
8— 1— 4	3—11—15	8—11— 6
5— 9—15	12— 9— 4	13—12— 5
6—12— 3	14— 5— 1	8— 2—15
14—10— 7		4—14— 3

Of course, after the usual drawing, the names of the clubs are substituted for the figures and the dates having been assigned, the schedule is completed.

The nine team schedules is the simplest of the lot. and is as follows:

NINE-CLUB SCHEDULE.

1—2—3	4—2—8	6—9—2
4—5—6	7—3—6	1—6—8
7—8—9	1—4—7	2—5—7
5—9—1	3—8—5	3—9—4

All the above schedules may be used for individual and team tournaments, although it would be well to limit the maximum membership of each team to five. However, it is possible to bowl three games between ten men teams in a night.

EIGHT CLUB SCHEDULE.

Western bowlers as a rule, prefer to bowl a two-team series, that is, have two teams bowl three games against one another each night. The following arrangement of figures is for an eight club schedule and should be followed in all schedules having more or less teams, the total number of which is divisible by 2, such as 2, 4, 6, 10, 12, etc.

1—2													
1—3				2—3									
1—4			2—4		3—4								
1—5		2—5		3—5		4—5							
1—6		2—6		3—6		4—6		5—6					
1—7		2—7		3—7		4—7		5—7		6—7			
1—8		2—8		3—8		4—8		5—8		6—8		7—8	

Selecting the combinations for the schedule and checking them off, as in the twenty-one team arrangement, the following is the result.

1—2	3—4	5—6	7—8
1—3	2—4	5—7	6—8
1—4	2—7	3—6	5—8
1—5	2—3	6—7	4—8
1—6	3—5	4—7	2—8
1—7	2—6	4—5	3—8
1—8	2—5	3—7	4—6

The order in which the series is to be bowled is arranged across the column, the supposition being that the eight teams are to bowl one game each night. Where more games are to be rolled the teams may be split up, 1-2 and 3-4 bowling the first night, and 5-6 and 7-8 the next, and so on.

The above schedules should be used as keys for future tournaments.

HOW TO SCORE

True, bowling as a game itself is a hard proposition to the beginner; but a question that even perplexes him more is the method of scoring the game. A few minutes explanation by the expert can do more good than all written explanations of how the game should be scored, but then everybody cannot get the benefit of the expert's knowledge, and it is for these that the following tabulated formulas are arranged. To begin with, the score book, or board, or score sheet, is subdivided into horizontal and perpendicular lines. The number of horizontal lines is equal to the number of players in the game, plus 3, and the number of perpendicular lines to 14, plus the two border or outside lines. Room sufficient to permit of the writing in of the players' names must be allowed between the left-hand border and first perpendicular line, after which the remaining space is divided into fourteen equal parts. The four places at the extreme right are reserved for the totals, and begin from the left, placed in this order: strikes, spares, breaks, and game. The remaining places are known as frames, and are ten in number. In all alleys the diagram will be found upon a side wall at a convenient height to permit scoring. The game is, as its name designates, a game of ten pins, and consists of rolling a number of balls, with the object in view of removing as many pins from the alley with each ball as is possible. Two balls are allowed each bowler to each frame. Should the first ball remove the entire ten, the bowler is credited with a strike (X), which is placed in the upper right-hand corner of the frame in which he was bowling. Should it necessitate two balls before they are all removed, the bowler scores a spare (✓), which, like the strike, should be placed in the upper right-hand corner of the frame in which it is made. If the player should fail to remove the pins with two balls, it is known as a break, and the bowler is entitled to the number of pins down. Impossible spares or breaks, where a pin is missing from between, are known as "splits," and marked thus: (o).

SPALDING'S OFFICIAL BOWLING GUIDE.

SCORE BOOK OR BOARD.

PLAYERS	FRAMES										Strikes	Spares	Breaks	Totals
	1	2	3	4	5	6	7	8	9	10				
TOTALS														

Now let us suppose that Mr. Blank has entered on the alleys and starts to roll a practice game, single-handed; the first ball he rolls knocks down five pins, the second, two, making a total of seven in the frame, which is placed to his credit on the blackboard or score book, thus:

GAME BY FRAMES.

[illegible]

In the next frame his first ball takes nine pins down, and the one remaining pin is carried off by the second ball. He is then credited with a spare in the second frame like this:

GAME BY FRAMES.

[illegible]

He starts on his third frame, and with the first ball he knocks down four pins; with the first and second balls in the second frame he had cleared the alley, scoring 10 pins, which, added to

the number of pins made by the spare ball, equals 14; now, the score of every frame must have added to it the score of every preceding frame. The score in the preceding frame, 7, and in the second frame, 14, giving a total of 21, and is placed in the second frame:

[illegible]

But he is still on the third frame, and the spare ball tallied in the second frame counts the same number of pins in the third frame, which makes it also count as the first ball in the third frame. There is still one ball left with which to remove the remaining pins; with it he removes all the pins and counts a spare, which is placed in the upper right-hand corner.

[illegible]

With the first ball in the fourth frame he scores 6 pins, which, added to the 10 already made, as indicated by the spare in the third frame, gives him a total of 16, which, added to the score of the second frame, 21, gives the score for the third frame as 37.

[illegible]

After bowling the remaining ball, by which he knocked over three additional pins, which, added to the 6 on the spare ball in the third frame, which is also the first ball in the fourth frame, gives a total for that frame of 9, which, added to the 37 in the third frame, gives a grand total of 46.

GAME BY FRAMES.										
PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46						

In the next, or fifth frame, he removes all the pins with the first ball, thus scoring a strike:

GAME BY FRAMES.										
PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	X					

And in the sixth frame by removing all the pins with two balls, he scores a spare:

GAME BY FRAMES.										
PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	66					

Having made a strike in the fifth frame, it gives him ten pins for one ball, and two balls to be rolled in the sixth frame, and their totals to be counted in the fifth frame; with them he scored a spare of 10, which gives a total of 20 on the fifth frame. This, added to 46 in the fourth frame, makes his score for the fifth frame 66, and a spare in the sixth frame, as shown above.

In the seventh frame he again makes a strike, or 10 pins, which, when added to the 10 pins scored with the first and second balls in the sixth frame, makes 20 pins, which is to be added to the 66 pins in the fifth frame, and tallied in the sixth frame, 86.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	66	86	X			

He begins in the eighth frame, and, with the first and second ball he removes 7 pins, which, added to the 10 pins made with the first ball or strike, gives him a total of 17 pins, to which is added the 86 pins in the sixth frame, and closes the seventh frame with 103, and the eighth with 110.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	66	86	103	110		

The ninth frame is begun evenly again, and with the first and second ball he knocks down all the pins, scoring a spare:

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	66	86	103	110	X	

Now comes the "wind-up" or tenth frame. On the first ball he makes a strike or 10 pins, added to the 10 pins made with the first and second balls in the ninth frame, gives him 20, which, added to the 110 in the eighth frame, closes the ninth frame with 130.

There are now two balls yet to be rolled in the tenth frame, and the pins being all down, are again set up; with the second ball he again makes a strike, and one more ball to be rolled again; the pins are set up, and, with the third ball he makes another strike; this counts 10 more or 30 in all for the tenth frame; 10 by the first ball, 10 by the second ball and 10 by the third ball, which, added to the 130 in the ninth frame, finishes the game and gives him a grand total of 160.

GAME BY FRAMES.										
PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank,.....	7	21	37	46	66	86	103	110	130	160

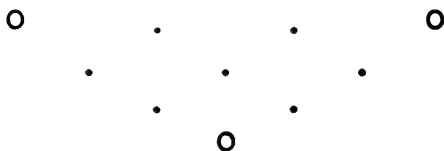
In the first nine frames only two balls are allowed, excepting when a player makes a strike, then one is sufficient. In the tenth frame, should a player make a strike or spare, the play must be completed before leaving the alleys; if a spare, one extra ball is to be rolled. In case of a strike, two balls must be rolled.

In crediting up strikes, spares, and breaks, at the conclusion of each game, it wants to be distinctly understood that there shall be credited only one "mark," whether strike or spare, for each frame rolled. Should a player make an extra strike or spare, or two or three strikes in the tenth frame, it should be credited as only one "mark," the first he made to count the remainder, regardless whether strike or spare, shall be credited as "pins all."

OTHER PROMINENT GAMES THAT CAN BE ROLLED ON REGULATION ALLEYS

COCKED HAT.

The game of Cocked Hat is played with the head pin and the right and left corner pins, as shown in the following diagram:

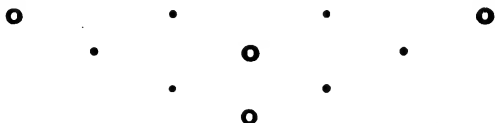


Balls not exceeding $5\frac{1}{2}$ inches must be bowled, and they must be rolled down the alley, not cast or thrown. The rules of the American Ten Pins, except in St. Louis and the Northwest, where there are special associations with local rules, generally govern this game also; but strikes and spares count three instead of ten, and each pin counts one, as in ten pins. If the bowler knocks down three pins with the ball which is first bowled at any frame in the game of Cocked Hat it is a strike and counts three, and is marked on the blackboard the same as in ten pins. What pins the bowler knocks down in the second frame with his first two balls must be reckoned as in ten pins; that is, one for each pin bowled down, which pin or pins must be added to the strike and placed to the credit of the player in the inning where the strike was scored (the strike being computed as three). Such strike must be added to pins knocked down with the two succeeding spare balls; thus, should the bowler score a strike and should he, in the next new frame, knock down but one pin with his two spare balls, the strike and the pin scored must be computed as four—the strike counting three and the pin one. Unlike the regular game of ten pins.

“poodles” or balls rolled down the gutter) are fair balls, and any pin or pins which they may get must be counted and placed to the credit of the bowler. Dead wood is removed from the alley, and any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler. The maximum number which can be bowled is 90.

The pins used in the Cocked Hat games shall be of the following dimensions: 17 inches high, 5 1-4 inches diameter, and 2 1-4 inches across bottom, and shall be as near uniform in weight as possible.

COCKED HAT AND FEATHER.



Rule 1. The pins are spotted as above, the centre pin being the feather.

Rule 2. Ten innings constitute a game, and three balls (not exceeding 5 1-2 inches in size) must be used in each inning.

Rule 3. All the pins except the feather have to be bowled down or the inning goes for naught.

Rule 4. If the feather is left standing alone, the inning counts one.

Rule 5. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the bowler.

Rule 6. The maximum is ten.

GAME OF QUINTET.

NAME.

Rule 1. The game shall be known as Quintet.

ARRANGEMENT OF PINS.

Rule 2. There shall be five pins placed upon regulation spots, as in the game of ten pins, the spots to be numbered as per the following diagram:



The head pin (No. 1) is placed on the same spot as the head pin in the game of ten pins; pin No. 4 on the same spot as No. 7 in ten pins and pin No. 5 on the same spot as No. 10 in ten pins. The pins numbered 2 and 3 are placed on spots exactly half-way between and in line with head pin and pins numbered 4 and 5, respectively.

THE PIN.

Rule 3. A regulation quintet pin shall be 12 3-16 inches in circumference at the body, or the thickest part ($3\frac{3}{4}$ inches from bottom), 4 inches in circumference at the neck ($8\frac{3}{8}$ inches from the bottom), and 6 3-16 inches in circumference at the thickest part of the head ($10\frac{5}{8}$ inches from bottom); shall taper gradually from bottom part of body to 2 inches at the base of pin. The pin shall be 12 inches high, and be of uniform weight. The manufacturer's name and address may be also stamped thereon.

THE BALL.

Rule 4. The ball shall not exceed 5 inches in diameter in any direction, but smaller balls may be used.

GENERAL RULES.

Rule 5. The rules of the American Bowling Congress governing the American game of ten pins, covering the number of frames, the alleys, foul balls, dead balls, dead wood, tie games,

match games, teams, forfeited games, tournaments, clubs, umpire, scorers, and all other points not herein specified, shall govern the game of Quintet.

THE BATTLE GAME.

The pins are set up the same as for the game of ten pins.

Rule 1. Four or six innings constitute a battle or game, except in the case of a tie, when another inning is played. In case that inning should result in a tie also, still another inning is played; in fact, until the scores are unequal. In any inning where a tie occurs the score stands over until the next inning, when each point is counted double. If the two innings result in a tie, the score is tripled. Should the total score result in a tie, sufficient innings are played to make the grand score unequal.

Rule 2. The team having the largest score in the previous inning must bowl the first ball, so that the weaker party will have the last ball.

Rule 3. Three balls of regulation size (27 inches in circumference) or under are allotted to each player in each inning.

Rule 4. Each pin bowled down counts one, including the king pin.

Rule 5. If all the pins, except the king pin, are bowled down it counts twelve.

Rule 6. The pins are set up as soon as the nine pins are knocked down, or the king pin is the only one left standing.

Rule 7. The alleys are changed alternately.

Rule 8. The dead wood is removed after each ball is rolled.

Rule 9. In case of uneven teams, the dummy or blind is filled by any substitute the captain may pick out to bowl. He can select any one of his men he chooses, without regard to rotation, or he himself can bowl, but no man can take the place of the blind twice until every member of the team has acted as the substitute.

Rule 10. Poodles count as balls rolled. Any pin or pins knocked down by such balls are set up again in their former position.

Rule 12. When a ball has left the hand and touches the alley it goes as a rolled ball.

The pins are set up the same as for the game of American Ten Pins.

Rule 2. The player must knock down a single pin, which counts one; then, with two remaining balls, he endeavors to leave one pin standing, which counts one. Failure to do either, the inning goes for nothing.

Rule 3. No penalties are attached. Dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 4. Ten innings constitute a game.

Rule 5. The maximum is 20.

Rule 1. The pins are set up as above.

Rule 2. Three balls (not exceeding 5 1-2 inches in size) are allowed in each inning.

Rule 3. If the four back pins are bowled down and the head pin is left standing the score is 2. If all the pins are bowled down the score is 1.

Rule 4. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

Rule 5. Ten innings constitute a game.

Rule 6. The maximum is 20.

FOUR BACK.



Rule 1. The pins are spotted as above.

Rule 2. Three balls (not exceeding 5 1-2 inches in size) are allotted to each inning.

Rule 3. Each pin counts as spotted, and only one pin can be made; the one pin being made with one ball, it is termed a break, and the player loses that inning and scores nothing.

Rule 4. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

TEN PINS—HEAD PIN OUT.

(Also known as American Nine Pins.)



Rule 1. The pins are set as in the diagram.

Rule 2. Ten innings constitute a game.

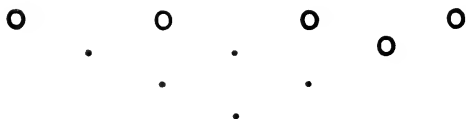
Rule 3. Three balls (not exceeding 5 1-2 inches in size) are bowled.

Rule 4. One pin of the frame must be left standing, or the innings goes for nothing.

Rule 5. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 6. The maximum is 10.

FIVE BACK.



The pins are set as shown in the diagram.

Rule 1. Three balls (not exceeding 5 1-2 inches in size) are bowled in each inning.

Rule 2. Should a left-handed bowler be bowling, the second quarter pin can be set up on the left quarter spot.

Rule 3. Strikes and spares count five each.

Rule 4. No penalties are attached. Dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 5. Ten innings constitute a game.

Rule 6. The maximum is 150.

THE NEWPORT GAME.

The pins are set up same as for the game of American ten pins.

Rule 1. Three balls (not exceeding 5 1-2 inches in size) are allowed in each inning.

Rule 2. Ten frames constitute a game. The object of the game is to bowl down an exact number of pins from 1 to 10, but not necessarily in routine order. The player who, in ten innings, scores the least number of winning innings is the loser. For instance: A bowls down 2, 5, 7, 8, and 10; B bowls down 1, 6, 8, and 9. Here B loses, as A had one more inning to his credit than B.

NOTE.—As the larger number of pins are easy to obtain, the

superior skill lies in picking out the small numbers. For this reason the small ball is used, and the small numbers are the points of attack from the start. When the player has bowled down a certain number of pins, corresponding with any score he has made, and his remaining ball or balls will be of no avail, an X is placed under that name, indicating that the inning goes for naught, as he has already made that score.

Rule 3. Only one score is allowed to each inning. Players alternate in the use of alleys.

Rule 4. Balls rebounding from the cushions go for naught.

TEN PIN HEAD PIN GAME.

The pins are spotted the same as for the game of American ten pins.

Rule 1. Each player is permitted to roll twelve balls.

Rule 2. The pins are respotted after each ball is rolled.

Rule 3. In order to make a count, the head or front pin must be hit first; and then pins down count.

A player is generally permitted to roll six balls consecutively on each alley when two alleys are in use. On three alleys, four balls are rolled on each alley; and if four alleys are used, three balls are rolled to an alley. The limit score is 120, 12 tens, which, if figured a second time, is equivalent to 300 pins, the limit score in the American game.

This game can be played by teams as well as individuals, and incidentally gives the player good strike practice.

All other rules governing the game of American ten pins shall govern.

DUCK PIN GAME.

The pins are spotted the same as the American game of ten pins.

Rule 1. A regulation duck pin shall be 9 inches high, $1\frac{1}{2}$ inches in diameter at the top, $3\frac{1}{2}$ inches in diameter at the body of the pin, and $1\frac{3}{8}$ inches in diameter at the base; shall taper gradually from the bottom to the largest part of the body, and shall be as near uniform in weight as possible.

Rule 2. No ball exceeding $4\frac{1}{2}$ inches in diameter can be used in games.

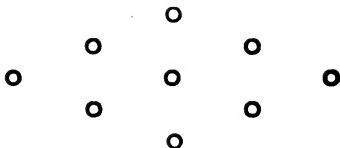
Rule 3. Each player to roll three balls to each frame, and each player to roll two frames at a time.

Rule 4. A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond first-named line shall be declared foul.

All other rules applying to American ten pins govern.

NINE PIN HEAD PIN GAME.

The pins in this game are set up like this:



There are nine pins spotted. The game is divided into twelve frames, in each of which a bowler is allowed twelve balls, one to each frame, two balls being rolled on each alley. The object is to knock down the head pin first; when this is done, all pins falling in consequence are credited, but do not if the head pin is not struck, in which case the ball is lost to the bowler. All pins are respotted after each ball has been rolled, and each pin counts 1; the maximum score is 108.

CANDLE (RUBBER NECK) PIN GAME.

The pins are spotted the same as the American game of ten pins.

Rule 1. A Regulation Candle Pin shall be $14\frac{1}{2}$ inches high, $1\frac{3}{4}$ inches in diameter at the top, 4 inches in diameter at the body, and $2\frac{1}{4}$ inches in diameter at the base. The neck of the pin shall be $7\frac{1}{2}$ inches long. The pins shall be as near uniform in weight as possible.

Rule 2. No ball exceeding 5 inches in diameter can be used in games.

Rule 3. Each player to roll three balls to each frame, and each player to roll two frames at a time.

All other rules of American ten pins govern.

RULES GOVERNING NEW ENGLAND CANDLE PIN GAMES.

With the exception of the following changes, the rules of the American ten pins govern all contests played at candle pins:

Rule 1. Games of ten frames each to decide match and tournament contests, each bowler to bowl two frames at a time.

Rule 2. Dead wood to remain on the alleys, except all pins laying at right angles to, and in the gutter of the alley; also all pins not more than two feet in front of the head pin spot.

Rule 3. A line shall be drawn two feet from the head pin spot, and all dead wood outside of said line shall be removed.

Rule 4. A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond first named line shall be declared foul.

Rule 5. No ball more than $4\frac{1}{2}$ inches diameter can be used in games.

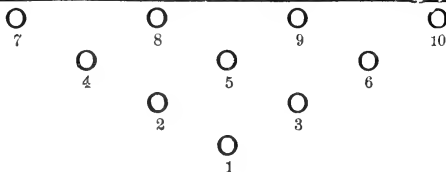
Rule 6. Each player to roll three balls to each frame.

REGULATION ALLEYS**CUSHIONS**

DEPTH OF PIN PIT, 11 INCHES

PIN PITWIDTH OF PIT FROM CUSHION TO END OF ALLEY BED,
2 FEET 10 INCHES.

Depth of Gutter, 21-4 Inches.

Incline from point opposite Pin No. 1
to Pin Pit, 3 1-2 inches. The gutters at
this point must be of square pattern.**GUTTER**The Spots on the Alley shall be 12 inches apart, from
Centre to Centre.— **Width of Alley, 41½ Inches** —**ALLEY
BED**Distance from
foul line to
centre of
head, 60 feet.**FOUL LINE****RUNWAY**Length of Run,
15 feet.**GUTTER** Width of gutter 8¾ to 9
inches.

Length of Alley Bed, about 72 feet. Length of Alley Bed and Floor, after placed in position, about 82 feet.

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No. 15



No. 155

SPALDING GYMNASIUM SHOES

No. 15. High cut, kangaroo uppers, genuine elk-skin sole, and will not slip on floor. Extra light, hand made. Per pair, \$5.00

No. 155. High cut, elkskin sole, and will not slip on floor. Soft and flexible: in ladies' and men's sizes. Per pair, \$4.50

No. 166. Low cut, selected leather, extra light and electric sole; ladies' and men's sizes. Per pair, \$3.00

No. 90L. Ladies'. Low cut, black leather, electric sole and corrugated rubber heel. Per pair, \$2.00

No. 85L. Ladies'. Low cut, black leather, roughened electric sole. Per pair, \$2.00

No. 21. High cut, black leather, electric sole. Hand sewed; turned; which makes shoe extremely light and flexible. Per pair, \$2.00

No. 20. Low cut. Otherwise same as No. 21. Per pair, \$1.75

No. 20L. Ladies'. Otherwise same as No. 20. Per pair, \$1.75

No. 25. Low cut, all leather shoe. Excellent quality for the money, but not guaranteed. Pair, \$1.00

No. 25L. Ladies'. Otherwise same as No. 25. Per pair, \$1.00

Juvenile Gymnasium Shoes

No. 86. Low cut, black leather, roughened electric sole. Sizes 12 to 5, inclusive, only. Pair, \$1.50



No. 166



No. 90L



No. 21



No. 20

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No. IH

Spalding Canvas Shoes with Rubber Soles

MEN'S

Sizes 6 to 12, inclusive.

No. IH. High cut, best quality white rubber soles. Men's of white canvas, ladies' of black.

Pr. **\$1.75** ★ **\$18.00** Doz.

No. I. Low cut. Otherwise as No. IH.

Pr. **\$1.50** ★ **\$15.00** Doz.

No. M. High cut.

Pr. **\$1.00** ★ **\$10.20** Doz.

No. K. Low cut.

Pair, **90c.** ★ **\$9.60** Doz.

YOUTHS'

Sizes 11 to 2, inclusive.

No. IHX. High cut, best quality white rubber soles. Youths' of white canvas, misses' of black.

Pair, **\$1.35** ★ **\$14.40** Doz.

No. IX. Low cut. Otherwise as No. IHX.

Pr. **\$1.25** ★ **\$13.50** Doz.

No. MX. High cut.

Pair, **80c.** ★ **\$8.40** Doz.

No. KX. Low cut.

Pair, **70c.** ★ **\$7.80** Doz.



No. FE

Canvas Gymnasium and Acrobatic Shoes

No. FE. Extra high cut, best quality canvas shoe with leather sole. Made specially for acrobatic work.

Pair, **\$1.25** ★ **\$13.20** Doz.

No. E. Low cut canvas shoe, canvas sole. Per pair, **35c.**

BOYS'

Sizes 2½ to 5½, inclusive.

No. IHB. High cut, best quality white rubber soles. Boys' of white canvas, girls' of black.

Pair, **\$1.60** ★ **\$16.20** Doz.

No. IB. Low cut. Otherwise as No. IHB.

Pr. **\$1.50** ★ **\$15.00** Doz.

No. MS. High cut.

Pair, **90c.** ★ **\$9.00** Doz.

No. KB. Low cut.

Pair, **80c.** ★ **\$8.40** Doz.

Spalding Ladies' Gymnasium Shoes

FLEXIBLE SOLES

No. BHL. Good quality selected leather, black color, with elkskin sole, high cut.

Pr. **\$1.50** ★ **\$16.20** Doz.

No. PL. Elkskin, pearl color, elkskin soles, high cut.

Pr. **\$1.50** ★ **\$16.20** Doz.

No. OPL. Same as No. PL, except low cut.

Pr. **\$1.25** ★ **\$13.80** Doz.

No. OHL. Same as No. BHL, but low cut.

Per pair, **\$1.25** ★ **\$13.80** Doz.

No. SL. Selected drab color leather, high cut.

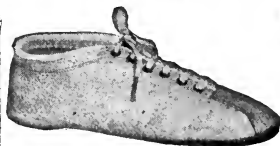
Per pair, **\$1.00** ★ **\$10.20** Doz.

No. OSL. Same as No. SL, except low cut.

Per pair, **90c.** ★ **\$9.60** Doz.



No. BHL



No. OPL

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SPALDING BASKET BALL SHOES

Spalding Basket Ball Shoes, on account of their general satisfactory qualities, are worn by the most prominent teams and fastest players in the country.



No. BBS

SPALDING "SPRINTING" BASKET BALL SHOES

No. BBS. Made with flexible shank, on same principle as on "sprinting," base ball and foot ball shoes. Extremely light in weight, well finished inside and with extra long counter to keep foot from tiring. Pure gum thick rubber suction soles with reinforced edges. Laces extremely far down. Made of best quality black genuine Kangaroo leather. This is a strictly bench-



No. AB

made shoe. The soles are perfectly made, but we do not guarantee as to length of service. Per pair, **\$8.00**

SPALDING BASKET BALL SHOES

No. AB. The red rubber suction soles we use on these shoes are superior quality and 1-16 inch thicker than the soles on the No. BB shoes. One of the principal advantages of this style of sole is that it enables the player to obtain a good, firm purchase on the floor. Superior quality light drab chrome tan leather. Laces extremely far down. Per pair, **\$5.00**

No. BB. Suction soles of good quality red rubber. Uppers of good quality black leather. A very popular style of basket ball shoe. Per pair, **\$4.00**

No. BBL. Spalding Basket Ball Shoes for Ladies. These are otherwise same as No. BB shoes. **\$4.00**

SPALDING CANVAS TOP BASKET BALL SHOES

No. HH. High cut white canvas upper. Sole surface is similar to our popular gymnasium shoes, but of white, best quality rubber, twice as thick as on best rubber sole gymnasium shoe. A very durable and satisfactory shoe. Sizes 6 to 12, inclusive. Per pair, **\$2.25** ★ **\$24.00** Doz.

No. HHB. Boys', 2½ to 5½, inclusive. Otherwise same as HH. " **2.00** ★ **21.00** "

No. HHX. Youths', 11 to 2, inclusive. Otherwise same as HH. " **1.80** ★ **19.20** "

No. H. Same as No. HH, low cut, 6 to 12, inclusive. " **2.00** ★ **20.40** "

No. HB. Boys', 2½ to 5½, inclusive. Otherwise same as No. H. " **1.75** ★ **18.60** "

No. HX. Youths', 11 to 2, inclusive. Otherwise same as No. H. " **1.60** ★ **17.20** "



No. BB

Spalding Juvenile Basket Ball Shoes

No. BBX. A Boy's Basket Ball Shoe made on special boys' size lasts. Material of good quality and general construction similar to our regular line of men's shoes. Sole similar to No. BB shoe. Furnished in boys' sizes 12 to 5, inclusive, only. Pair, **\$2.50**



No. HH

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Spalding Jacket Sweaters

Sizes: 28 to 44 inches chest measurement.

We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

BUTTON FRONT

No. VG. Best quality worsted, heavy weight, pearl buttons. Carried in stock in Gray or White only. See list below of colors supplied on special orders.

Each, \$6.00 ★ \$63.00 Doz.

No. DJ. Fine worsted, standard weight, pearl buttons, fine knit edging. Carried in stock in Gray or White only. See list below of colors supplied on special orders.

Each, \$5.00 ★ \$54.00 Doz.

No. VK. Special broad knit, good quality worsted, pearl buttons. Carried in stock in Gray or White only. See list below of colors supplied on special orders.

Each, \$5.00 ★ \$54.00 Doz.

WITH POCKETS

No. VGP. Best quality worsted, heavy weight, pearl buttons. Carried in stock in Gray or White only. See list below of colors supplied on special orders. With pocket on either side, and a particularly convenient and popular style for golf players.

Each, \$6.50 ★ \$69.00 Doz.

Shaker Sweater

No. 3J. Standard weight, Shaker knit, pearl buttons. Carried in stock and supplied only in Plain Gray.

Each, \$3.50 ★ \$39.00 Doz.



No. VG. Showing special trimmed edging and cuffs supplied, if desired, on jacket sweaters at no extra charge.



No. VGP



No. DJ



No. VK

SPECIAL ORDERS

In addition to stock colors mentioned, we also supply any of the sweaters listed on this page (except No. 3J) without extra charge, on special orders only, not carried in stock, in any of the following colors:

BLACK
CARDINAL

MAROON
SCARLET

NAVY BLUE
COLUMBIA BLUE

DARK GREEN
SEAL BROWN

Other colors to order only in any quality, 50c. each extra.

SPECIAL NOTICE—We will furnish any of the solid color sweaters listed on this page with one color body and another color (not striped) collar and cuffs in any of the above colors on special order, at no extra charge. This does not apply to the No. 3J Sweater.

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Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, 12 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures his supply of Spalding Athletic Goods direct from the manufacturer under a restricted retail price arrangement by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

FIRST—The user is assured of genuine Official Standard Athletic Goods, and the same fixed prices to everybody.

SECOND—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are required to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

Positively, nobody; not even officers, managers, salesmen or other employes of A. G. Spalding & Bros., or any of their relatives or personal friends, can buy Spalding Athletic Goods at a discount from the regular catalogue prices.

This, briefly, is the "Spalding Policy," which has already been in successful operation for the past 12 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By

A. G. Spalding
PRESIDENT.

One copy del. to Cat. Div.

NOV 25 1911

NOV 25

Standard Quality

An article that is universally given the appellation "**Standard**" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-three years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field; as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros

SPALDING

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GRAND PRIX



ST. LOUIS, 1904

PARIS, 1900

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